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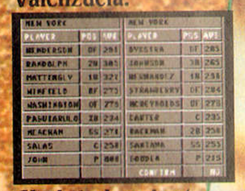

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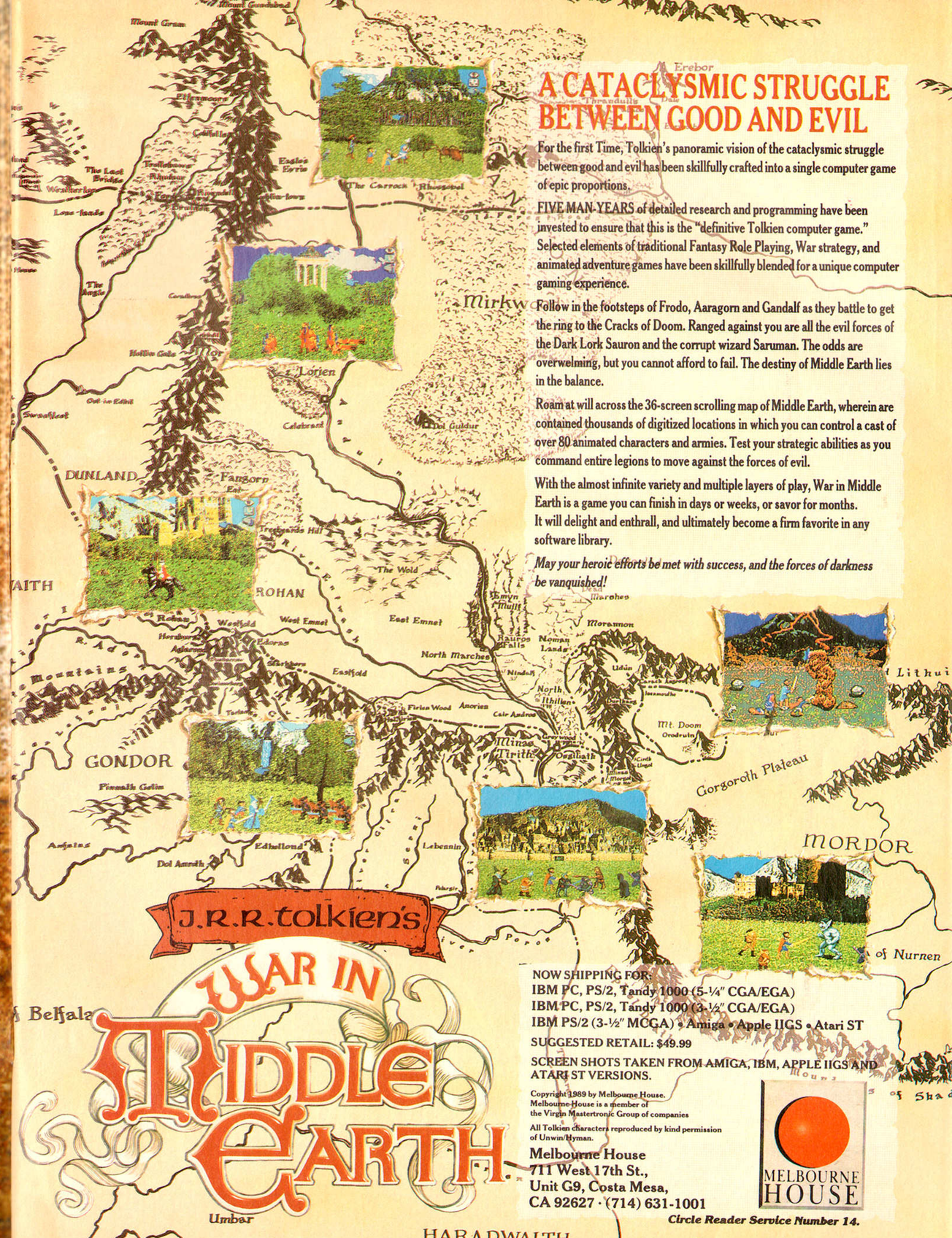

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Contents

REVIEWS

688 Attack Sub 10
Go hunting for enemy shipping in a Los Angles-class nuclear sub but watch out for destroyers and other anit-sub devices.

Skychase 13
In this dogfight simulator, you can fly anything from an F-18 to a paper plane as you try to shoot down the enemy craft.

Arkanoid 14
Your Vaus spaceship is trapped in a warped part of space. You must break our of your predicament by shooting out the alien bricks that have you walled in.

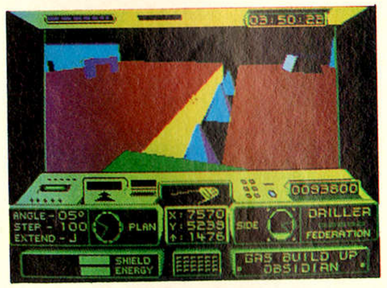
Corruption 16
Your BMW has a bomb in it, your secretary is spying on you, and your boss has given you a promotion for unknown reasons. You had better find out what's going on before you get killed.

Paladin 18
You must prove yourself in order to get your Knighthood. With your companions you set out into the world to accomplish valiant deeds, and when you're ready, you get your honors.

Times of Lore 20
In the kingdom of Albareth the king disappeared twenty years ago. Your task is to find our what happened to him, and see to it that justice is done.

F-19 Stealth Fighter 21
The newest American aircraft technology is accurately rendered by Microprose, giving you the chance to fly your own mission against Libya, or others.

Joker Poker 22
Play poker if you like, but be ready for a new type. Enter a contest to win $100,000 first prize taking place in Las Vegas.



Space Station Oblivion 23
Explore and drill for gas fast enough and you'll save your planet from destruction. If you don't, the gas will build up and blow up your whole civilization.

Sidewinder 25
The Leviathan Empire has loosed a huge ship in Federation space. Your mission: Enter the ship, Destroy everything thrown at you, then destroy the command center.

Mean 18 26
Play some of the best courses in the world in the expert or normal mode. Or, design your own course using the course architect.

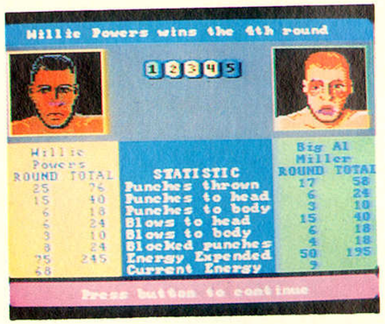
Airborne Ranger 30
Complete a successful mission as an Army Ranger or embark on a complete campaign involving several missions.

Double Dragon 31
Martial your talent and kick some arts. Grab that whip and get even tougher with the punks.

Tower Toppler 32
The eight Towers placed in the middle of a poison ocean can be destroyed only by you, a dedicated seadog.

Battleship 32
This Boardgame favorite has been successfully translated into a computer game with some interesting new twists only the computer can provide.

Apollo 18 34
A space mission simulator with arcade action. Set up your rocket, trigger the countdown, and get to the moon. You need precision to make it there and back.



Clubhouse Sports 35
A set of six table sports games to choose from, this comes with realistic foosball, pool, etc. A true to real life feel for these games makes it enjoyable.

Street Cat 36
Kids will love to play this game featuring a cat with nine lives and lots of adventures.

Annals of Rome 37
The Huns are hitting you hard in Belgica, the Macedonians are attacking Rome, and Carthage is on the comeback. Is it time for a dictatorship? It's up to you.

Warlock 37
You, Warlock, must find the eight essential items to defeat HE. The jewel of Karna must be recovered if you want to win.

Dolphin Sailing Simulator 38
Sail the seven seas in nine different voyage types. Different screens give you views from different parts of your boat.

Sky Travel 42
Take a look at the heavens as they appear now, in the past, or future with this astronomical simulator.

DEPARTMENTS

EDITOR'S PAGE 4
CES Offers New Directions

LETTERS & HINTS 5
Feedback and tips from readers.

COMPANY ADDRESSES 44
How to get in touch with game companies.

SCORECARD 45
Ratings from past issues.

COMING ATTRACTIONS 56
Next issue's features.

ADVERTISER INDEX 56
Reader service information.

COLUMNS

INDUSTRY NEWS 6
What's New and Exciting.

OTHER PORTS 48
Mac and Atari ST News.

CHANNEL THREE 50
Sega and Atari Games.

SNAPSHOTS 54
Brief look at new releases.

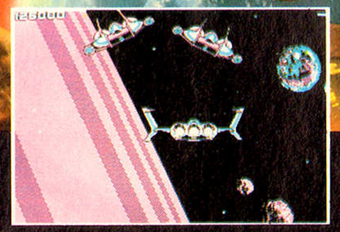
ON THE COVER

Official U. S. Navy photo from Electric Boat Company. This Los Angles-class sub is the model for Electric Arts' 688 Attack Sub.

See Page 10.

GALACTIC
conqueror

ATARI ST VERSION



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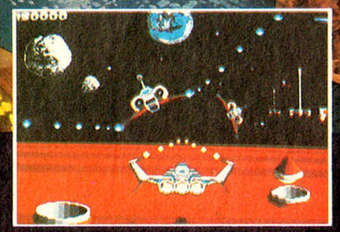

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Editor's Page

CES Offers New Directions

The Consumer Electronics Show, took place this January in Las Vegas and in the midst of the confusion, noise and disorganization, I tried to see what trends were developing in the entertainment software industry. Three trends seem to be coming to the foreground: Sex and violence games - at a higher level of the former -seem to be one of the trends, another one is story-oriented types of interactive games that draw the player into the plot, rather than the carnage, and a third is educational types of games for children.

The first type of game, sex and violence types, seem to be headed more towards the sexual side. Even though this type of game is not new, the emphasis on the sexual aspect seems to be on the rise. Games based on female wrestlers, and others only hinted at but not spoken about, are said to be on the erotic side.

Then there's the plot-oriented game. This type of game is beginning to become more sophisticated, even though they have been around for a while. The graphics are better, the story lines are better, and the characters are better. If this type of game becomes more sophisticated, it might eventually replace novels and film.

The educational types of software are on the rise also. These types of games are mainly for children, and I feel that many of the game software companies that felt the market crash a few years ago are hedging their bets by diversifying their product lines.

Well, these trends ought to reach fruition by the summer CES this June in Chicago and we will be there to report to you on these trends.

One of the participants of the show asked me a good question: Why don't we in the entertainment software industry have a convention also? We are generally delegated to a small part of the conventions that we attend, and the people there are mostly there for electronics products, not software. Well, we might want to consider this as a good idea to explore.

There was one observation that was inescapable: it seems that there is a licensing frenzy that is consuming the game industry. There is no quicker way to kill the boom that our industry is experiencing than to keep rehashing old ideas from one machine to another. I feel that if the industry doesn't take chances with new products, to bring in people who have yet to see a reason to shell out big bucks for a system and to buy software on a regular basis, stagnation will prevail. The people who are already equipped with machines, and software will see no reason to expand their collections if the "newest" games to come out are just new to their machines, and they've aready played it on a different system at their friend's house, or for a few quarters at the local bowling alley.

While encouraging, the most important thing for the manufacturers at CES to keep in mind is originality, there are many topics yet to be explored. As good as the games are that I saw at the convention, neither the full potential of the machines is being tapped, nor the potential of the creative people is being explored. The people who put these games out are total professionals, but if the industry remains closed onto itself, and excludes non technical talent, we in the industry shall all feel the consequences.

Letters & hints

Send letters to the editor to: Computer Play, 3321 W. Dempster, Skokie, IL 60076

HELP FOR KELLY

This if for Kelly in Winnipeg who needed to open the big red door on Mars. First, you must purchase a golf club and give it to the witch doctor. After you give him the golf club, he'll take you outside and perform a dance--pay attention to the dance. Towards the end of the dance the good doctor and two natives will line up diagonally and squat up and down. This is the button pushing sequence you'll need to get into the door on Mars.

As long as the subject is hints-how do you get into the Sphynx in Zak McKracken, and how do you get to the bank of computers at Base Cochise in Wasteland? Any clues?

Lastly, I enjoy your magazine very much. Keep up the good work. I do have one suggestion however, how about a column devoted to game tips. I know it's not an original idea, but since you're a game players mag it seems awfully appropriate. Anyhow, good job!
Keith Hamer
Toledo, OH
Any help for Keith?

NEEDS ST GAMES

I've just purchased my first copy of COMPUTER PLAY. I enjoyed your reviews, and found them to be helpful in some instances. Just when I had convinced myself that I should subscribe, I read the article "Hardware Choices for Wargamers" by J.L. MIller.

I disagree with Mr. Miller when he states "little software". What is he referring to? There is a huge amount of games to choose from, several Desktop Publishing programs, word processors, utilities, applications, etc. What does he want?

It's true company support could be better. Maybe it will change in the future. (Hopefully)

If that weren't enough to dissuade me from subscribing, your offer of a free game from Epyx with my subscription order did it! None of them were for the Atari ST. It sounds to me like your magazine is a little IBM-biased.

So there you have it. My reason for not subscribing or purchasing further magazines.
Jan Shelton
San Jose, CA

MORE HELP FOR REJEAN

I have just read the January issue of COMPUTER PLAY and saw the request by Rejean Courtemanche for assistance in Ultima IV.

The answer to his question in INFINITY, which may be obtained by decoding the magic symbols given when completing each of the eight virtues and puting them in the order that Lord British gives the virtues.

Happy adventuring, Rejean.

I am currently playing Questron II and can not find the Key to Tempest Dungeon. Any help on where to find it would be greatly appreciated.
Ralph Mannis
Goose Creek, SC

HELP FOR KELLY & REJEAN

In reply to Rejean Courtemanche's letter in the January issue concerning Ultima IV, if you will write down the visions that you receive upon elevation in each of the eight virtures you will find that they spell INFINITY. In Ultima V, Smith the talking horse, will finally remember to tell you this answer the second time you talk to him.

Now for my problem in Ultima V. I have been unable to to find a way to get to the Shard of Hatred. I have talked to Sin V'raal and gotten the coordinates and have gone into the Underworld from the dungeons he said but cannot find a way through the impassable mountains, either by climbing or with a blink spell. If someone can give me some help I would greatly appreciate it.

I also have some help for Kelly Konechny on Zak McKracken and a request for help. You have to press the buttons on the door in a certain order. Go to Kinshasa and watch the dance. At the end, write down the order the dancers dip. This varies from game to game, so I can't give you the answer. Push the buttons in the same order. Of course, you will need the ladder from the hostel.

Now if only someone can tell me how to get the white crystal in the Martian pyramid. I have also been unable to get through the force field in the giant face. I figure I probably need something from behind the force field to get the crystal. Help, please.

My son and I both love your magazine. Thanks for the reviews. They make the job of allocating scarce resources (my money) much easier.
Jim Moore
San Antonio, TX

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Industry News & Views

By Rusel DeMaria

The Consumer Electronics Show is something of a three-ring circus that happens every year in Las Vegas and in Chicago. In one ring, you'll see every audio manufacturer unveiling the latest in home sounds. In another ring, if you are so inclined, you can take in the latest video technology, however, CES is also the place where the home entertainment industry shows its wares, and we were there this past January in Las Vegas.

To begin with, there were several recurrent themes that caught my attention. the first one was licensing big names for products. I saw, and this is a partial list, everything from Alf (in several places), Rambo, Captain America and Spiderman, Fred Hoyle, Frank Bruno, Lee Travino, Magic Johnson, Mickey Mouse, Flintstones, X-Men (twice), TV shows like: Wheel of Fortune, Double Dare, Jeopardy, and Hollywood Squares; movies like Friday the 13th, Beetlejuice, Back to the Future, Nightmare on Elm St. and more. There were other licenses like the NFL, the WWF, and more. Even Roger Rabbit and Uncle Fester were in attendance.

But enough name dropping. You want to know about some of the high points of the show.

Besides licenses, controllers had a field day. There were lots of wireless remote controllers for Nintendo, one from Akklaim, a couple from Camerica, and others from Beeshu, Bandai, QuickShot, and more. But as wonderful as wireless remotes were (and I did like them), they were not by any means the most revolutionary, nor the strangest of the controllers on display. The wierdest award goes to the ***Roll and Rocker*** from Interactive. This is like one of those toys shaped lika a round ball with footrests. You have to balance on the thing, leaning to control the game and pressing the buttons a on your control pad at the same time. I didn't try it, but it certainly added a bit of balance to any Nintendo game.

But I've been saving the best controllers for last. First of all, Mattel introduced something called the ***Powerglove***. You wear it on your hand and control the action in a game by actual hand and finger movements. It looks pretty interesting, but they were keeping the real thing pretty much under wraps.

A little more accessible was the Broderbund ***U-Force*** controller which not only got the most attention of any single thing at the show, but is very difficult to describe. The idea is that the movements of your hands control the Nintendo game, but you never touch anything. U-Force is a little like half a ***Battleship*** game, meaning that there is a flat part that rests on the table, and a raised section that unfolds from it and sits at 90 degrees to the table. Now you place your hands within the area of the two pieces, and by subtle and not so subtle movements, you control the game. We didn't get to actually try it yet, but they had a kid knocking out fighters on ***Mike Tyson's PunchOut*** and flying a plane in one of the other games. It looked very intriguing. We'll have more about the U-Force later in the year. Don't worry, you won't be missing anything in the meantime. The U-Force (and the Powerglove, for that matter) aren't going to be available for several months still.

It's rare that I would start an article about CES with controllers, but they were a big part of the story. However, I'm sure you want to know about the games. Well, I'll take a deep breath and dive in. You know that guy on TV that talks real fast, well imagine him giving you this next section of Industry News:

Electonic Arts showed ***688 Attack Sub, Abrams Battle Tank,*** and ***Kings of the Beach*** which is beach volleyball at its best, all in full color and all coming soon. Also with Electronic Arts were their affiliated labels, the newest being Miles Computing which brings with it ***Harrier Strike II*** and ***Fool's Errand.*** Arcadia showed ***Double Dragon*** (even though it was already shipping) and ***Artura,*** and action adventure for the ST and the C64. Strategic Simulations showed us ***Pool of Radiance*** on the PC and ***Hillsfar,*** which looks like a fun fantasy role-playing (FRP) game. First Byte introduced ***Zug*** the ***Megasaurus*** who guides children through two educational games, ***The Dinasaur Discovery Kit*** and ***The Puzzle Storybook.*** Interstel introduced ***Empire, Scavengers,*** and ***Space M*A*X*** (build your own space station), and Virgin Games showed new ***Risk*** and ***Clue*** (great graphics). Mindcraft showed ***The Magic Candle,*** another FRP, but with some interesting twists, like 25 pre-built characters who range from typical dwarf fighters and such to jewelers and carpenters. If you play the game right, you'll find a use for them all at different times. Then there was my favorite, ***Life and Death*** which actually allows you to perform all (well, almost all) of the duties of a doctor in a busy hospital, including surgery and dispensing of drugs. The surgery is not entirely realistic due to the limits of computer resolution, but it was close enough for me. I really liked this one.

Epyx had a full slate with games we've introduced in previous columns. ***Devon Air*** in ***The Hidden Diamond Caper*** lived up to my expectations. It is set in a mansion that is completely furnished, and you can interact with the furnishings. In fact, to solve the puzzles, you have to use a lot of the furnishings and other objects along with a dose of logic and common sense. I also liked ***Mind Roll,*** a different sort of marble in the maze game with lots of strategy and some interesting twists. ***Undersea Commando, Skate Wars, Axe of Rage, Curse Buster,*** a strange and funny little action adventure, ***Technocop,*** which features some indescribable graphics when enemies die, and ***Legend of Blacksilver,*** a fine FRP. My favorite of the new Epyx titles is probably ***Trials of Honor,*** a French import that sets you in Medieval times as a nobleman trying to prove himself. There's a lot of interesting events in this one and some great graphics. Perspectives and graphics reminiscent of some of the best from Cinemaware.

Speaking of Cinemaware, they previewed ***Lords of the Rising Sun,*** and I was hooked. I can't wait to see the whole thing, since much of the stategy portion of the game wasn't finished yet. The action sequences are great, and saving the kidnapped princess is a real treat.

Mindscape introduced a bunch of new titles, though some were not ready to show. I saw ***Combat Course,*** boot camp on a computer, ***International Team Sports*** (described in last month's column), Captain Blood, (an intriguing game with great graphics and pretty unusual conversations with aliens on any of 32,000 worlds), and ***Gauntlet***, a fine translation from the arcade. Also ***Deja Vu: Lost in Las Vegas,*** which looks like a fitting sequel to the original graphic adventure hit, and several translations of Sega games to PC - ***Outrun, After Burner, Shinobi,*** and ***Thunderblade.*** But one of the hits of the show, and Mindscape's most interesting looking game, is ***Hostage.*** In Hostage, you must command an elite SWAT team and penetrate a building in which terrorists have some people held hostage. The graphics and intense action of this game are incredibly well conceived, though certain parts of the game can be very violent. Perhaps the one aspect of the game that is missing is the negotiation phase. In this game, you station snipers and infiltrate the building to blow away the terrorists (of which there are many), hopefully saving the hostages.

Microprose was introducing their new Medalist line of affiliated titles. These will include the ***Revenge of Dr. Doom,*** featuring Captain America and Spiderman in a comic book adventure, complete with an original Marvel Comic that sets up the plot. Also through Medalist will be ***Netherworld, Eliminator,*** and ***Exolon*** from Andrew Hewson of Great Britain.

Data East showed several games, ***Robocop,*** for one. They also showed ***Super Hang-on*** for the Macintosh (in color on the Mac II) with do-it yourself courses, and ***Heavy Barrel.*** But the star of their show was ***Bad Dudes,*** a street karate game like Double Dragon which also is inspired by the hit arcade game. Bad Dudes will feature excellent graphics and two player (simultaneously) games.

Broderbund introduced ***Road Raider,*** a high action road Warrior type game, and Amiga ***Star Wars.*** Their Kyodai line introduced its first titles, ***Psychic War, Hydlide,*** and ***Acient Land of Ys,*** all three fantasy games which look like fun. Affiliates with Broderbund also had some good news. Velocity Software introduced ***Jet Fighter: The Adventure,*** a very highly graphic jet simulation with more than 30 missions. Maxis introduced an intriguing game called ***SimCity,*** in which you actually plan and build your own city, including the infrastructures, industrial and residential sections, police and other services, etc. You could learn a lot about urban planning from this game, and my personal opinion is that maybe some of the city planners in this country would do well to practice here first. Origin showed ***Tangled Tales*** (subtitled The Misadventures of a Wizard's Apprentice), which involves some improbable allies in an amusing FRP. Among the participants are some medieval types (which is not surprising, but also some college coeds

47 ►

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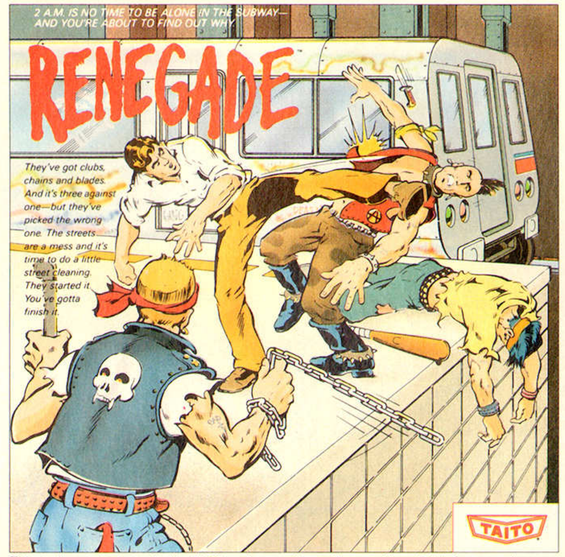

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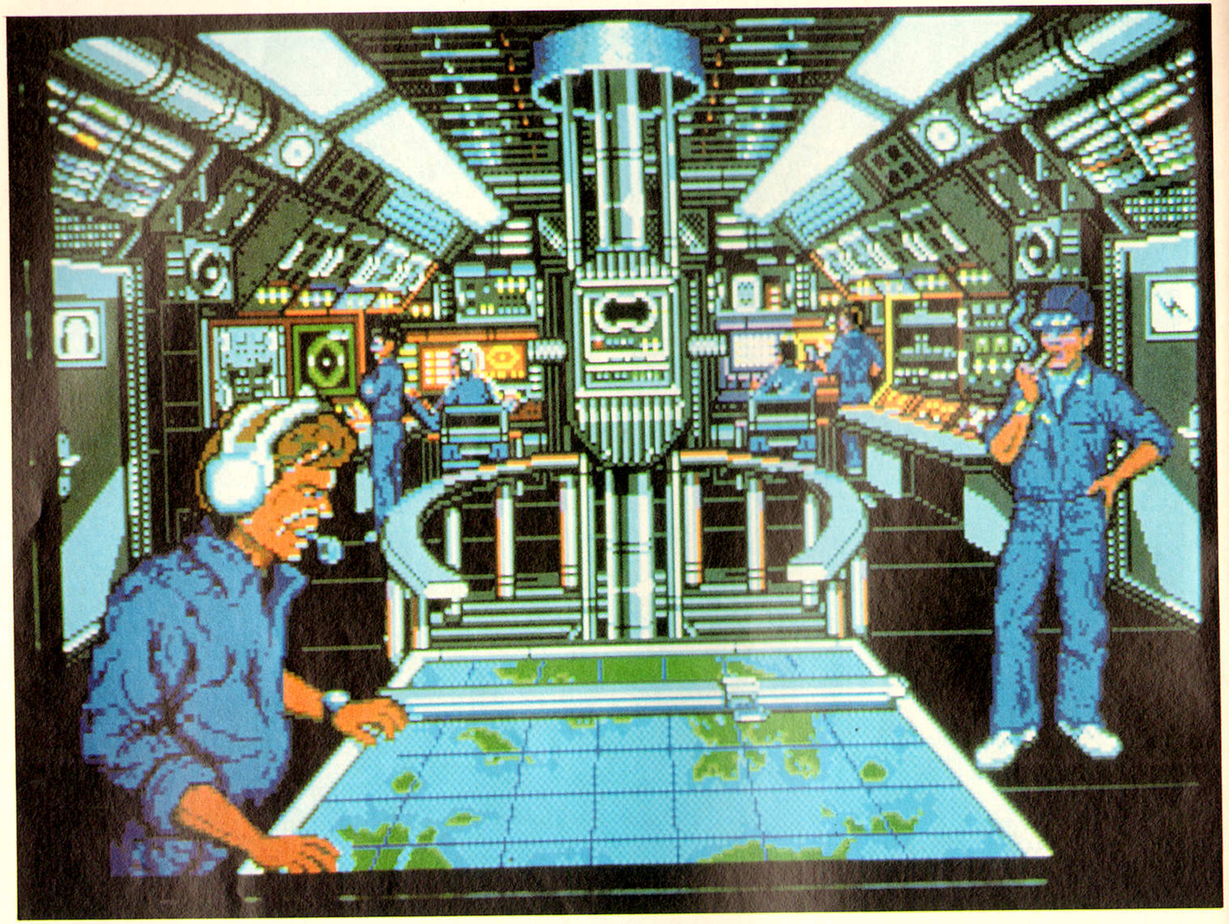
688 ATTACK SUB



The conning tower inside 688.

By Berdj Betchakdjian

Up Periscope.
Come around to 230 degrees.
Arm Torpedoes.
Lock torpedoes on target.
Fire one. Fire two. Fire three. Fire four.
Torpedoes away captain.
Down periscope. Dive to one thousand feet.

You have just sunk three enemy ships. The escort vessels have you on sonar and are hot on your trail. An enemy hunter sub has just showed it's signature on your computer, and you're out of torpedoes.

Snap on contour mapping and look at the surface of the ocean bottom to see if there is a valley around someplace to hide in. The sonar pulses are coming in at closer intervals now; you know the enemy ships are closing. You see some hills dead ahead and maneuver your boat behind them, hoping that radar will not see you, and when the enemy gives up, you're home free.

As commander of a **688 Attack Sub**, this is one of the scenarios that you might play out. Or, you might go on a mission of avoiding the enemy all together if you are on an espionage mission, or maybe on your way to join a task force on a major military operation.

The 688 sub is a Los Angeles class attack submarine with a 688 hull. It's armed with torpedoes and missiles. There are a number of detection types of devices on it such as sonar and radar to help you use your weapns well and avoid running into anti-submarine warfare weapons.

The Game

The game itself has many different functions, and each one is controlled from the station on the sub that corresponds to the function or group of functions that are associated with the station. The stations are: hel, periscope, navigation, engine room, weapons room, radio room and status. The con (conning tower) is where you, the commander are on duty, and from here, you give orders to each station to affect the demands of the mission.

Even though there are several stations, control is easy since all you need to use is the tab key, the return key and the arrow keys: you can access stations quicker if you use the designated function keys during game play.

From the con, you may choose engine room. In the engine room, you have several different controls. One control is the speed of your boat: this goes from dead stop to flank speed, and there is also reverse engines. You can also steer your boat, choose the depth you run at, etc.

The status and damage control station is where you can check to see what kind of damage you have taken after battle. From this station, you can also send your damage control parties to any situation that needs to be taken care of. The entire boat, inside and outside, is displayed on this screen, and you can easily determine where the trouble is.

12 ►

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◀ *10*

Periscope is the station where you can do several of the most important things you'll need to do. From the periscope station, you can target your torpedoes on enemy shipping, then launch your fish. You can raise periscope, or lower it, but don't keep it up for too long since that makes it easy for enemy ships to spot you visually. You also have your contour mapping controls and your zoom controls at this station. The contour mapping shows you the contours of the bottom of the ocean, and targets on the surface as if they have been computer imaged. The zoom allows you to zoom in on the map display.

Mapping is the station that allows you to check on where you are on the world map seen as you would see it if you were looking down on a map on a table. From this station, you can also set your waypoint settings. The waypoint setting puts the boat on auto pilot by setting points on the map that the boat is to go to. You can set more than one waypoint and that gives the auto pilot the capacity to make complex maneuvers without your having to keep a close watch on navigation. Targeting is also available at this station.

The torpedo room is where you can arm your torpedoes and missiles. You can arm your torpedoes, target them, and launch them from this station. The missiles can also be armed and launched from this station, but targeting, and launching weapons are available at several of the stations, so you can carry out other functions at another station and still have the capacity to launch weapons without wasting any time.

The radio room is where you get orders from your commander. Here, when you have orders coming in, or messasges, the graphics look like a printer is printing the message. The sonar and radar equipment is also at this station. The detection equipment is very important for both trying to evade sub hunters, or trying to find enemy shipping to hit.

How the game plays

The game begins by putting you at the radio room. The graphics are those of a regular message coming in, and the printer head darts back and forth across the screen like a computer printer most of you have seen. There are a number of different missions that the computer can give you, you get a bit of choice of what type of game, but the details are arranged by the program.

A crew member gives you information.

There are basically three types of games. The first one you should try is the training game. In this game, you are assigned a training mission which is to sink three de-commissioned ships. The second type of game is that of trying to get away from the enemy ships, or planes that are tracking you. The third type is the go out there and sink anything you can find game; make sure its the enemy though since you can get into trouble with your superiors.

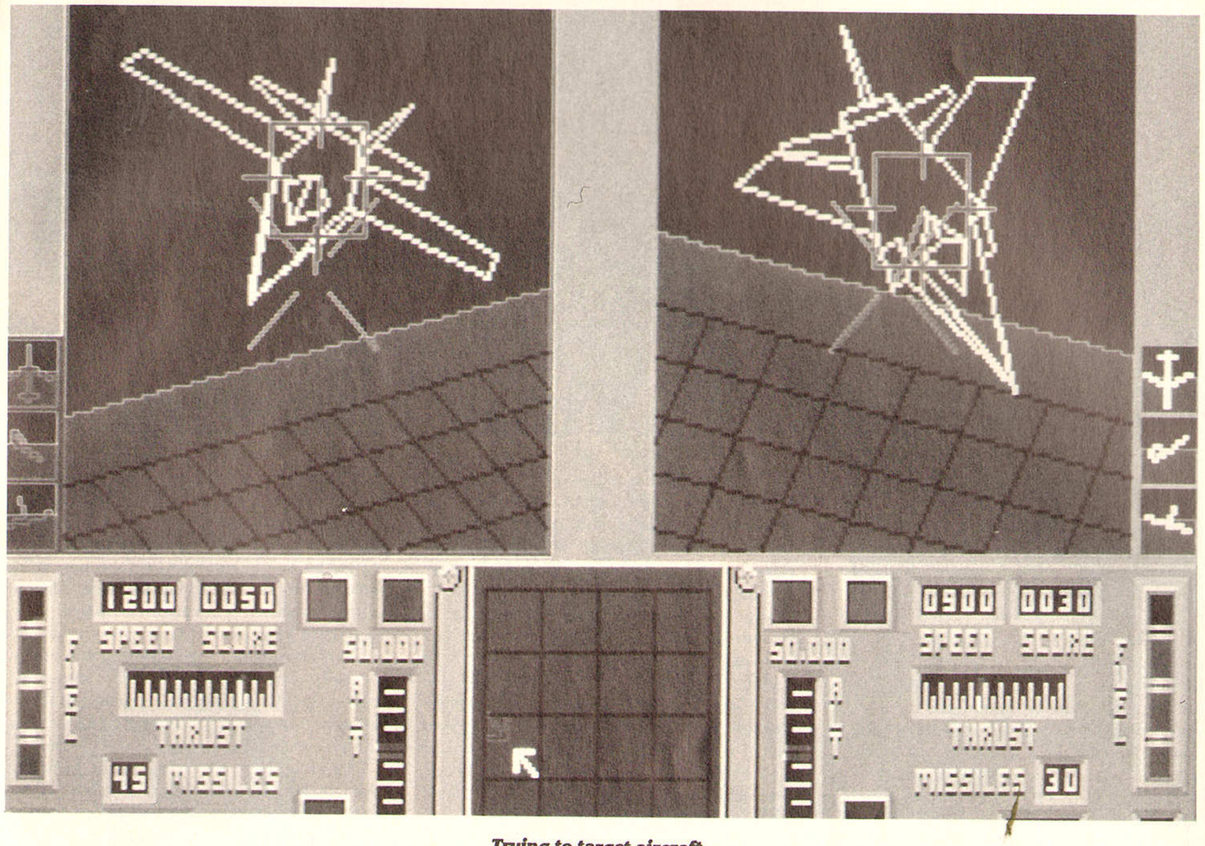
Overall, this is a good sub game and is worth the time to play it. Its easy to control, the graphics are great, and it's a well designed game. So, captain take out the boat for a good spin, and good hunting.

Name: 688 ATTACK SUB
Type: Submarine simulator
Publisher: Electronic Arts
Designers: John Ratcliff, Paul Grace and Randall Breen
Ages: 10 and above
 # Players: One
Price: $49.95

Ability Level:	***Intermediate***
Packaging:	***Good (7)***
Documentation:	***Average (6)***
Graphics:	***Very Good (8.5)***
Realism:	***Very Good (8.2)***
Playability:	***Very Good (9)***
CP RATING:	***8.19***

Circle Reader Service Number 18.

Paper Jets Armed and Ready



Trying to target aircraft.

By Daniel Carr

SKYCHASE is just that, a 3D jet simulator or more precisely, a dogfight simulator. The jets (F18, F16, F15, F14, Mig 31, Mig 27 and a paper airplane) are represented by a 3D wire frame and the only terrain that exists is a grid. While on the Amiga, this may not be the most detailed or colorful flight simulator, it is by far one of the fastest. The jets, guns and missiles animate VERY quickly and smoothly. The terrain also animates smoothly when you bank, roll or conduct any other maneuver.

The object is simple, chase your opponent (computer or human) around in a confined area of space and shoot him down with your cannons and missiles. Seven different plans can be chosen each with it's own characteristics.

The screen is split in two with the bottom half devoted to each opponent's instruments and the top half showing your view and HUD (Heads Up Display). At the bottom center is a radar screen that's shared showing the position of the two jets.

The instrumentation for each plane is nicely laid out and easy to see and use. The pitch and roll indicators are represented by small planes that easily show the planes's attitude to the ground. The altimeter consists of two vertical bars; one shows your height and the other shows your opponent's. The rest of the controls show your throttle, airspeed, fuel, the number of G's your pulling, missiles and bullets left and score.

Two other things to note which keep the game moving are confinement and G-force. Flying too high (50,000 ft.), will cause the jet to explode, and flying close to the perimeter (grid border), causes another crash. Also, pulling in excess of nine G's produces a blackout which leaves you helpless for a moment.

Finally, and this is probably the best part, the program will allow you to edit ALL of the default settings. There are 24 parameters that can be changed by the use of the program's menus. Type of plane, game (player vs player or player vs computer), fuel, computer skill (easy to ace) amount of ammunition and missiles (up to unlimited) are some of the more obvious ones. Some of the more interesting ones are: G-force tolerance, trigger timing, bullet hit area, and missile lock threshold.

To sum up, SKYCHASE is an effective simulation of jet combat. The Amiga's custom chips make the jets fun to fly (the paper airplane is hilarious) with banking, climbing, diving and rolling very easy to perform. The fire button produces a very nice machine gun effect with the bllets scrolling nicely across the screen. Having to press the fire button twice fast made it hard to fire a missile quickly and could have been left to a button on the keyboard, however this didn't distract from the fun.

Name: SKYCHASE
Type: Arcade
Formats: Amiga, Atari St
Publisher: Maxis
Designers: Ralph Russell
Ages: 10 and above
Requirements: 512K, 1 or 2 Joysticks
 # Players: One or Two
Price: $39.95

Ability Level:	***Intermediate***
Packaging:	***Very Good (9)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Good (8)***
Playability:	***Excellent (9.8)***
CP RATING:	***9.28***

Circle Reader Service Number 20.

Break Out of Your Routine

By R. Bradley Andrews

Who would have thought that a game based on the theme begun in one of the first video games, Breakout, would be one of the hotest games on the market today? **Arkanoid** takes this time honored theme and provides a game that still challenges even the most ardent player today. Discovery Software did a fine job translating it from the arcade orginal and nothing was lost in the translation.

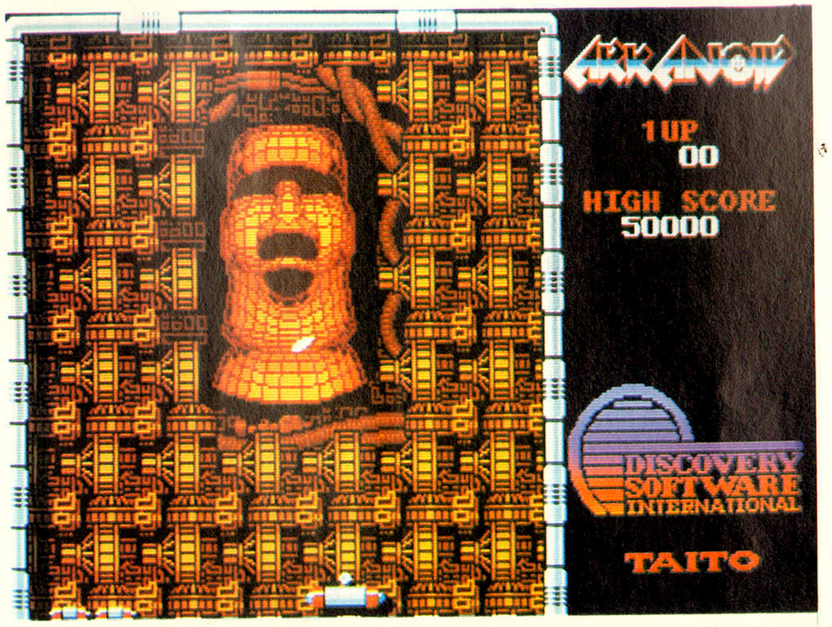
As a player in Arkanoid, you command a Vaus spaceship that, when fleeing from a damaged spaceship, became trapped in a warped area of space by an unknown power. Each level of play features a different pattern of alien bricks that must be destroyed by bouncing a highpowered energy ball off of them. Most briks are destroyed with a single hit while others require multiple hits to eliminate them. Scattered about several of the levels are indestructable gold bricks that further complicate your efforts to clear the screen.

Your Vaus, while immune to the effects of the energy ball, must prevent the energy ball from exiting the bottom edge of the screen by deflecting it back toward the alien bricks. Up to three alien pests also fly about each screen, dying when they are hit, but deflecting your ball in unedpected ways. The longer it takes to clear a screen the faster the energy ball travels, often going so fast that only the expert player can keep up with it.

Fortunately for the player, certain unmarked bricks release special power capsules that aid in the quest to exterminate the brick formations. Capsules available can expand the Vaus, temporarily slow the Vaus, allow the energy ball to be caught and held for short periods of time, disrupt the energy ball into tree different balls, provide an extra Vaus for the player's use, equip the Vaus with an laser cannon that can quickly clear all but the indestructable bricks, or open a warp to the next level. Unfortunately, each capsule cancels any currently active effects, so care must be chosen to pick up only those capsules appropriate for the moment.

The only two shortcomings of the game are the failure to save the high score table to disk, and the sometimes frustration of keeping the mouse on the pad while controlling the Vaus. These problems are completely overcome by the outstanding quality of the sound and graphics which team together to provide for an out-standing game.

Arkanoid has shown that true arcade-quality action is possible on home computers and I hope to see more quality products from Discovery in the future.



Name ARKANOID
Type: Arcade
Formats: MacIntosh, Amiga
Publisher: Discovery
Ages: 8 and Above
 # Players: One
Price: $49.95

Ability Level:	***Beginner***
Packaging:	***Very good (8.5)***
Documentation:	***Good (8)***
Graphics:	***Very Good (9)***
Realism:	***Very Good (8.5)***
Playability:	***Very Good (8.5)***
CP RATING:	***8.49***

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Circle Reader Service Number 22.

Insider Trading Turned Outside

By John S. Manor

Magnetic Scrolls has given us some good graphic adventures in the past with names like The Pawn and The Guild of Thieves. Now they bring us **Corruption**, an adventure with a unique theme of deceit and dirty-dealing.

In Curruption, your are Derek Rogers, a partner in the firm of Rogers and Rogers. You are caught up in an insider trading scandal. If you don't somehow protect yourself and find out what's really going on, you could be ruined.

Corruption is designed around a system of asking characters about people, objects and ideas. What you tell them can also be important, as they may reveal more information. You gain points for finding things out. You enter your responses and commands as in other adventure games, though Corruption has an elegant command editing system.

I found the scandal-ridden theme of Corruption to be quite intriguing. I actually liked this game better than many other adventures I've played because there's more interaction with the people in the story. Their motives and their knowledge are the keys to the game. Your boss, David Rogers, congratulates you on a successful deal at the beginning, but you find his actions to be somewhat suspicious. He seems to be searching for something in your office. His secretary Theresa is beautiful, but she never seems to do anywork. Hughes, the company lawyer, won't answer certain questions.

One way of learning about what makes someone tick is to follow them. You just type "Follow David", for example, and the cursor changes to (Following David). Another useful command is the Wait command. You can wait for lengths of time up to 15 minutes by typing "Wait until 12:15", for example. If a character walks in or something important happens, your waiting will be interrupted.

Corruption is full of dangers. Characters will come up to you, stick you with a needle or hit you over the head and the next thing you know you're in a hospital bed. I've fallen victim to someone posing as the cleaning lady and as a tramp in the park so far. (Crossing a street against the green also will often put you in the hospital). Watch out for the doctor. It's best you get out of there as soon as possible. I've also fallen victim to a car bomb in my BMW. The dangers seem to change and are not predictable.

Corruption is illustrated with some sharp, colorful graphic pictures of locations and characters. They can be pulled down or pushed up out of the way with the ST's mouse. Fold-down menus just below the graphics that allow you to access a number of game functions. You can turn graphics on or off, change the way the graphics are displayed (dithered, hand-drawn etc.), same a game, restore it, print the game as you play, use a hint, ask for a list of exits and more.

Corrupiton comes with a loose-leaf style manual, a guide for your computer version, a casino chip, a desk calendar, a cassette and the disk. The manual contains instructions, the desk calendar (which you should examine carefully), and pages of hints written in code. The program translates them for your. You should also listen carefully to the cassette before your play the game (both sides); it will tell you something you really should know.

Corruption is a fascinating excursion into a fictional world of high finance and low life. Corrupiton is a challenging game that will have you guessing and hustling just to keep one step ahead.

Name: CORRUPTION
Type: Graphic Adventure
Formats: Atari ST, Amiga, Macintosh, IBM, Commodore 64, Apple II
Publisher: Rainbird
Designer: Magnetic Scrolls
Ages: 10 and above
Requirements: Color or Monochrome monitor
 # Players: One
Price: $39.95 - $44.95

Ability Level:	***Intermediate-Advanced***
Packaging:	***Very Good (8.5)***
Documentation:	***Very Good (8.5)***
Graphics/Text:	***Very Good (9)***
Playability:	***Excellent (9.5)***
CP RATING:	***8.63***

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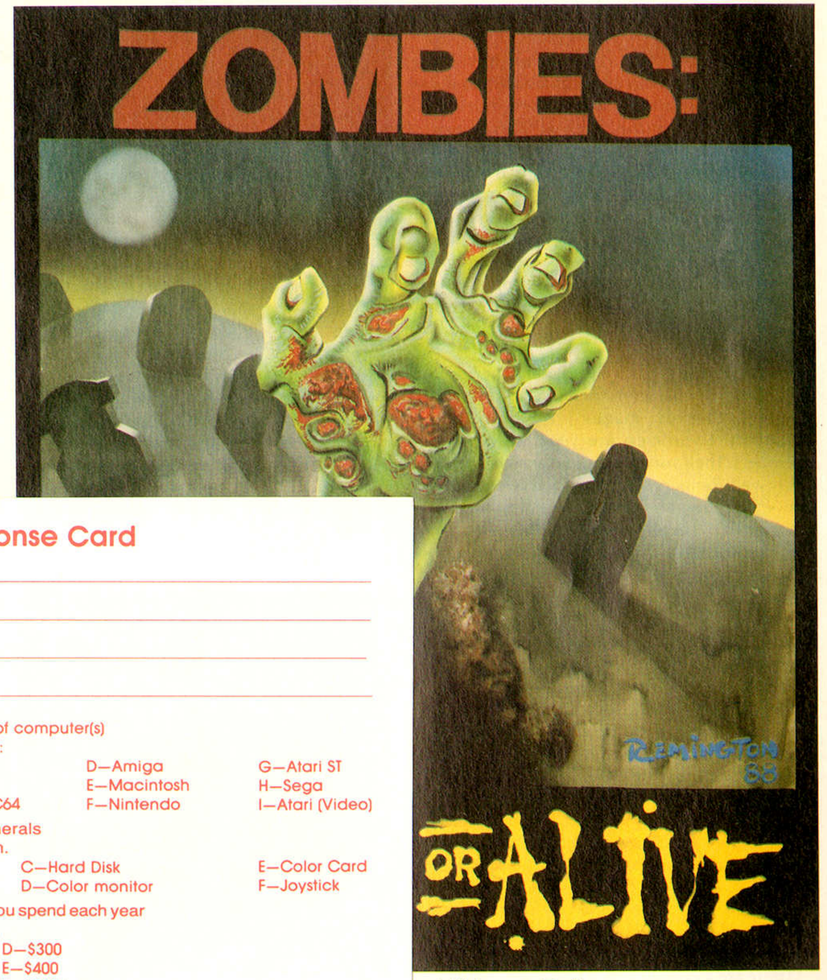
The Emergency Broadcast System reports that North City is in a state of seige. Reports are surfacing that secret military experiments with bio-chemical toxins near the North City Cemetery have created Zombie-like creatures. These creatures thrive on human flesh.

North City is in chaos. You must



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Swordsmen, Rangers, Manges, Thieves

By Daniel Carr

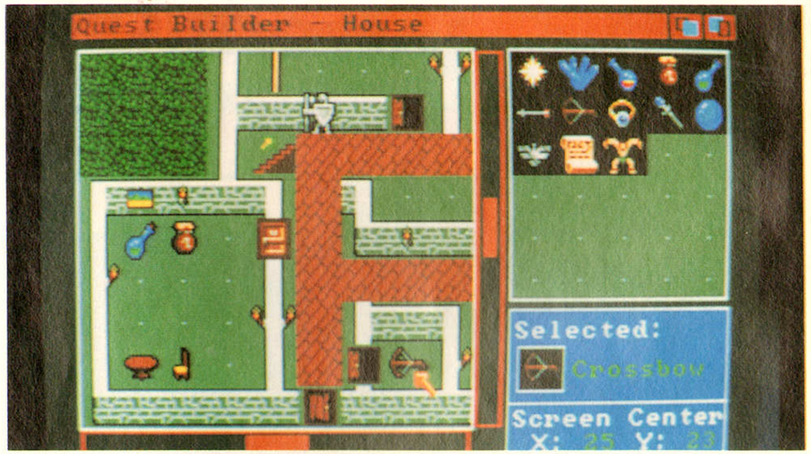
As a young **PALADIN**, it's come time for you to prove your worthiness for Knighthood. So, you pick up your sword, get together a band of adventurers and go off questing for fame and fortune. Some quests will require you to rescue prisoners, find scrolls or kill everything from evil wizards to dragons. PALADIN features 17 types of weapons (including magic spells), four classes of adventurers and a variety of terrain and monster types in this tactical level role-playing game.

The game is a nice combination of role-playing and conventional wargame. With role-playing, each character has attributes relating how well he can move, hack with his sward, carry objects, use magic and sustain damage. On the wargame side, each character is moved around a large "board" (though only a small portion can be seen on the screen at a time) by pointing and clicking on a square you want him to move. Movement and combat (hacking or throwing a magic fireball for example) are allowed only on the horizontal or vertical. This is (from my experience) true for the monsters also.

The key to the game are your men. There are five classes of characters including swordmen rangers, thieves, mages and finaly the PALADIN. Swordmen are your basic party members. Their swords are good and can move fairly well. Rangers also have good swords and move fast but ae not as well armored as swordmen. Thieves are about the same as Rangers but have a lighter sword. Mages can cast spells (surprise!) and have a light sword and armor. Rangers can also cast spells but are limited to a few non-offensive types.

Your PALADIN is your most important man. The program will save him from quest to quest and will check to see if any of his attributes improve. This will only occur, however, if he does something--hacks up an enemy or uses a wand of detection (shows enemies everywhere on the board) or ring of farsight (gives you a "floor plan" of the area). So the objective is to have your PALADIN mature to "Knighthood" by raising his attributes and taking on harder quests. Lastly, the program incorporates the PALADIN file when you start a quest. So if he dies during the course of the game, you're out of luck and must generate a new one from the Quest Builder.

There are a variety of weapons and magic for your party to use. Each character has his own sword and armor plus other gear specified by the quest. Other weapons include crossbows, potions that heal, Orbs of Fire (aka grenades), Explosive Crystals (a sort of mine) and Amulets of Levitation (you guessed it, these let a character fly).



Choice of weapons, armor, potions, etc., in Paladin.

For bad guys, you got lots to fight. Fighters are the same as your swordmen. Dragons in this game are smaller than the more common garden variety and so have weaker fire-reathing ability. Trolls ae just BIG. Zombies are quite powerful since they'er not alive and spirits go BOOO scaring a character. Finally, sorcerers are the worst because even though they only use magic (fireballs and mindstuns) they don't need to be adjacent to a character to attack.

The game also includes a very extensive quest builder. All of the terrain, weapons and enemy types used in the game's quests are here and you can come up with some very wild and weird scenarios to put your party through. Plus you can alter the quests that came with the game. Note that while this might spoil the "surprise" element of exploring, you can put together some pretty tough missions where just fighting off the monsters is the goal.

There are only a few things to complain about. One is that starting a quest requires a bit of work. A window must be opened to choose a mission, then another must be opened to get a PALADIN and finally the game must be named and saved before you can start play. Also, if your PALADIN dies, you must exit the program and generate a new one through the scenario builder. This requires heavy use of the mouse and would work better if the PALADIN's name were set as a user specified default (with the program generating a new one if he dies). Then all you have to do was hit a key to bring up the scenario menu, point-click once for the mission and the current PALADIN your using would be incorporated into the game automatically.

Another problem is that all the charater types are exactly the same. Swordmen, mages, thiefs and PALADIN are all the same size, shape and color. With such a graphically sharp game, this is disappointing since with many characters on the map, it gets to be a pain when you forget who's what and must cycle through each man to find the one you want. The game would be easier to play if more detail went into the figures such as a different color for each type of character, mages could be wearing robes and your PALADIN could be wearing shiny armor with a shield.

To conclude, however, PALADIN is an excellent game. There's lots of action and each quest requires (or can be made to require with the Quest Builder) different strategies to pursue in order to win. The graphics are clear and detailed showing off terrain, fireballs, crossbow bolts and other weapons nicely. The sound effects are excellent with loud explosions when something is blown up and great screams when and enemy is killed.

Name: PALADIN
Type: Adventure
Format: Amiga, Atari ST
Publisher: Omnitrend Software
Designers: William G.M.Leslie III and Thomas R. Carbon
Ages: 10 and above
Requirements: 512K
 # Players: One
Price: $39.95

Difficulty:	***Intermediate***
Packaging:	***Very Good (9)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Very Good (9)***
Playablity:	***Good (8)***
CP RATING:	***8.5***

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APPLE II SOFTWARE

	LIST PRICE	WRIGHT PRICE
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Bard's Tale II or III	50	32
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Demon's Winter	30	20
Empire	50	33
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Manhunter New York	50	32
Space Quest I or II	50	32
Times of Lore	40	26
Ultima IV or V	60	39
Under Fire	60	39

C-64 SOFTWARE

	LIST PRICE	WRIGHT PRICE
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Battles of Napoleon	50	33
Demon's Winter	30	20
Impossible Mission II	40	26
Jordan vs Bird: One on One	30	20
Questron II	40	26
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Three Stooges	35	23
Times of Lore	40	26
Ultima IV or V	60	39
Zak McKracken	35	23

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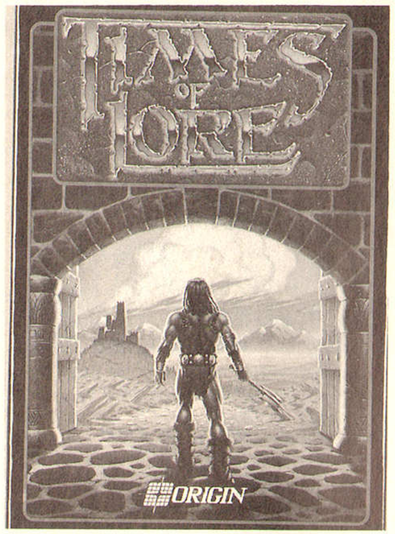
Circle Reader Service Number 26.

Lore Playing to the Hilt

By Rusel DeMaria



Role playing adventures come in all shapes and sizes, and each has its own unique way of presenting itself. **Times of Lore** from Origin Systems is a role playing adventure with some arcade-like action that, at first glance, seems to be somewhat simple. However, the game involves a fairly complex plot and a long series of minor quests which eventually lead to the unravelling of several mysteries and the completion of the game.

You play a humble sort of character at the beginning, whether you choose to play the Knight, the Valkyrie, or the Barbarian - The three character classes available. Each character class has his or her strengths and weaknesses, meaning that playing the game with a different type of character can change the way the game seems to play (though the plot remains unchanged). Once you have completed all the quests as one type of character, you could try it again as another.

Anyway, whoever you decide to play, you are placed in the kingdom of Albareth twenty years after the disapperance of the great High King Valwyn. Part of the mystery of the game is to find out what happened to the High King. The other part is to see that justice is done, and, well, even though the real outcome of the game is not much of a surprise, I won't spoil it for those who want to find out for themselves.

You play Times of Lore from the keyboard or with a joystick (recommended). Movement is simple, just the four compass points, and fighting is simple and direct. You press the fire button to hit your opponent before he, she, or it can hit you. Your health is represented by a candle which burns lower and lower as you take damage. If the candle goes out, so do you. In addition tot hese simple options, there is a whole menu of possible actions represented by icons on the right hand part of the screen. These options include an eyeball that represents examining an object, a mouth that represents speakint ot another character, and several other icons for using magic scrolls, picking up and dropping objects, giving an object to another character, examining your possessions, and stopping or restoring games.

One of the most important aspects of this game is the interaction with other characters. you speak to other characters by moving close to them and then activating the mouth on the icon menu (which you can do by pressing button 1 on the joystick or Esc on the keyboard). You can chitchat with other characters, or ask specific questions. Sometimes chitchat seems to reveal useful information, but not often. Usually, asking a specific question is most beneficial. You always choose your question from a list in a small, pop-up menu. Often you begin by asking if the other character has heard any rumors. When you select Rumors from the possible questions, your character then says (via the text on the screen), "Any news from around the kingdom?" The person questioned will respond, sometimes with nothing useful, sometimes with a clue. As you can see, the entire story is told in a special part of the screen, so that each interaction (other than the battles) will lead to a part of the story being written.

Every once in a while, you'll ask a question that leads to an important answer which, in itself, presents another mystery. Often, if you ask again, you'll notice that a key word has been added to the list of possible questions. In this way, you follow a trail of questions and answers. Often the person who gives you one piece of information cannot complete the story, and you must find someone else to ask about the new clues - maybe even in another city.

Thus, this is as much a mystery game as it is a role playing adventure. You accept tasks from various people through the game, and, as you complete these tasks, you learn important information. Eventually, you will find yourself led to the solution of the mystery and the completion of the game. However, you will have to do some good exploring and investigation to get that far.

You save the game by purchasing lodgings at the local inns found throughout the land of Albareth. This also restores you candle to full strength (something that you can do with magic as well, if you have the appropriate scroll). You can have only one game in progress, so saving at strategic points can save you a lot of backtracking.

A large, full color map accompanies the game and serves as a general guide to the landscape. During your travels, you will visit several cities as well as mountains, deserts, forests, and dungeons. Though the cities are relatively safe, the countryside is crawling with enemies; however defeating these relatively minor pests often provides you with the money, food, or scrolls you can use to complete your missions.

There's enough action in this game to appeal toarcade game players, but the mystery and puzzle aspect willentice adventure players. The graphics are excellent considering that it runs on 64K Apples. IIGS players may find it more fun to use the Fast mode to speed up the game, but it runs fairly well even at slower speeds.

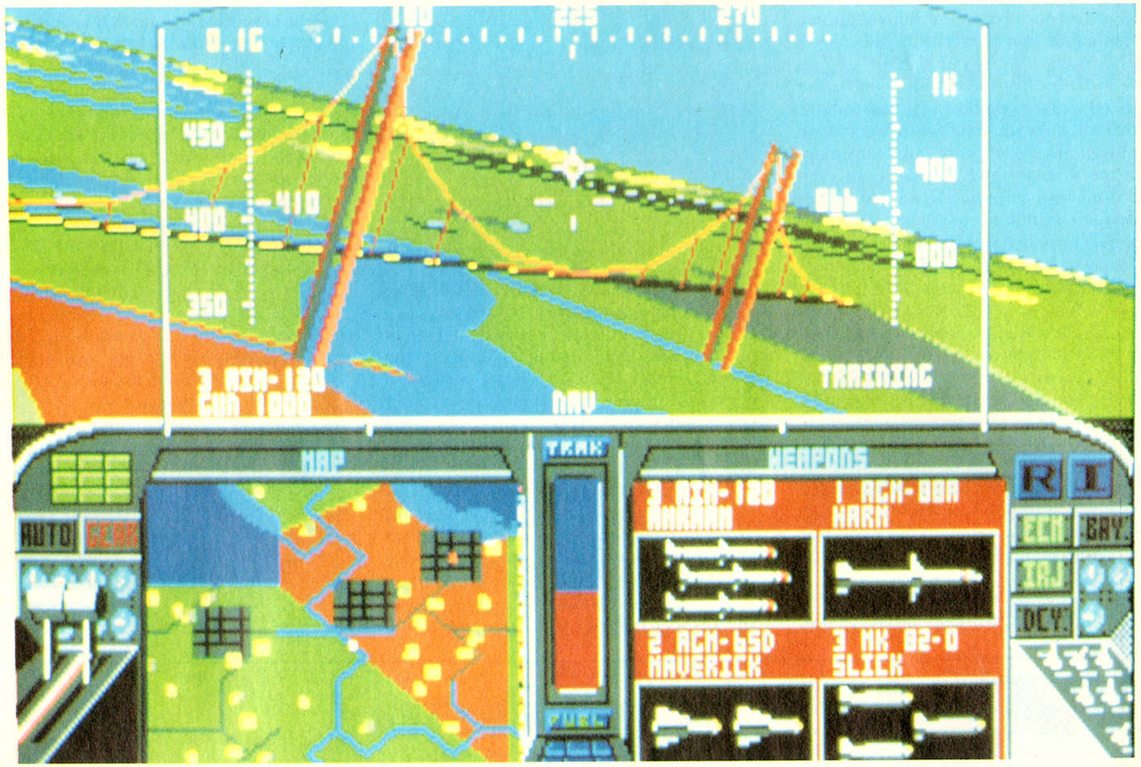
I have to admit that my first impressions of this game were not so favorable. Until I realized the scope of the story, and the cohesiveness of the plot, I thought Times of Lore was a sort of disconnected series of small quests combined with lots of killing. However, I eventually found that there were lots of mysteries, small and large, to unravel, and that they unfolded into a satisfying story.

Name: TIMES OF LORE
Type: Action Adventure
Format: Apple II
Publisher: Origin Systems
Designer: Chris Roberts
Requirements: Apple II+, IIe, IIc, IIgs, 64K, C/64 128, Color monitor and joystick recommended
 # Players: One
Price: $39.95

Ability Level:	***Easy to Moderate***
Packaging:	***Very Good (8.8)***
Documentation:	***Very Good (8.8)***
Graphics/Text:	***Excellent (9.2)***
Playability:	***Excellent (9.2)***
CP RATING	***9.10***

Circle Reader Service Number 27.

F-19 Stealth Fighter



Closing in on the Golden Gate.

By George R. Fontaine

WASHINGTON - A U.S. Navy plane today shot down a Soviet built Tu-95D reconnaissance bomber over the Mediterranean Sea after it flew within three miles of the aircraft carrier U.S.S. America. Administration officials said that the "U.S.S. America felt threatened by the approach of the aircraft while conducting routine operations in international waters." Defense Secretary Frank Carlucci emphatically denied that the Soviet aircraft, which was spotted by radar taking off from Tripoli, Libya, was shot down by a new supersecret F-19 stealth fighter. "Even if such a weapon existed, I would not be able to disclose any details of such a weapon because of national security", Carlucci said. ironically, within a few short hours after the dowing of the Tu-95D, a SAM radar installation mysteriously exploded at Al Bayda, a coastal vilage located near the Al Jabul al Akadar Mountain Range, Libya. Libyan Leader Moammar Gadhafi called the dowing of his bomber and the destruction of his radar installation an act of increased "American terrorism," and vowed to "meet challenge with challenge," the official Libyan news agency JANA said...

Sounds like a fimilar news story doesn't it? In fact, this is one of many missions I flew in **F-19 Stealth Fighter.** Pick your territiory - Libya, Persian Gulf, Central Europe, or maybe North Cape. Each arena has enough missions to keep you going for hours of pure enjoyment. And while your executing each mission, you'll also be learning about the terrain, cities, and foreign weaponry of each region.

Flight simulators have been known to be notoriously complicated and tedious to learn. Though I strive for technical accuracy in the simulations I purchase, I hate spending hours just to learn how to fly the plane. I'm sure many of you feel the same way. Well, the product designers at Microprose really did their homework. Though F-19 is just as complicated as any other simulator, the manual includes a excellent tutorial that eases the novice into each feature in a logical fashion. You start off by flying a training mission with primary and secondary targets. The first chapter of the tutorial introduces you to the basic features of the aircaft and then gives you a step-by-step guide to completing the first mission successfully. At the end of the chapter you understand the air craft, you've gained familiarity with the various weapons, and you've learned how to navigate your plane. The second and final chapter takes you on a more complicated mission, with the introduction of the more advanced features like customizing your flight plan to avoid detection by the SAM radar installations while en route to your primary and secondary targets.

Though you can pick the region and the type of mission you want to fly - air attack or ground assault, you can not choose the mission itself. This is chosen randomly for you. You can also select whether your opponents are "Green", "Regular", or "Elite". In addition, you can select the current diplomatic relationship between the U.S. and the region you're flying in - "Cold War", "Limited War", or "Conventional War". Depending on what you select, it will determine how aggressive the enemy is when you fly your mission.

After these selections are made, you mission is "decoded" and a map appears showing you the location of the primary and secondary targets. A flight plan is also displayed on the map. From here you can get more detail information about the targets, background information about the mission, the various radar facilities, and the range of the weapons they house. One of the more advanced features allows you to modify the flight plan of the mission so that you can circumvent the SAM silos and radar facilities. As you play more advanced missions where your opponents are not so "Green". this becomes a very important part in a successful completion of your mission.

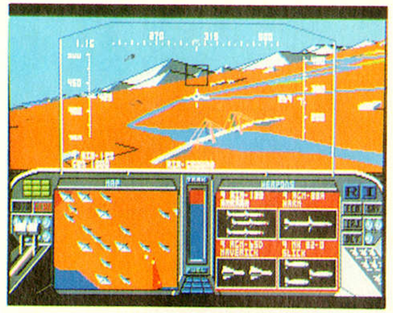
22 ►

◀21

The next menu displays the various weaponry you can equip your fighter with. This ranges from laser guided bombs to heat seeking air-to-air missiles. Your computer will place suggested weapons on board your aircraft for you that will allow youto successfully complete the mission. However, once you learn more about the strengths and weaknesses of each weapon on the menu, you may want to change the default selection to your liking.

The next menu puts you in the drivers seat of your aircraft. Depending on the mission, you may in an aircraft carrier catapult or an active runway at some airport. The simulation gives you a variety of views including a "chase plane" view of your aircraft. The animation and color are excellent . The program provides three levels of detail in its display, depending on what computer your playing on. Level 3, which is only recommended for fast 286 or 386 machines, ran beautifully on my old style 286 machine. However, I do have a 287 math chip installed which mayexplain why my graphics ran so smoothly. The terrain provided during flight is both technically accurate for the region and interesting to watch.

After completing the mission, your performance is rated and a debriefing takes place.



Approaching another bridge.

During the debriefing, your flight path is retraced, and significant highlights during the mission are displayed (i.e. the destruction of the primary target, etc.). Depending on your rating and success, you may be awarded a medal, or a promotion. Then its off to a sleazy bar with a few of your fellow pilot jocks for a few drinks and laughs - a very cute touch.

The documentation and packaging are excellent. The manual includes an excellent tutorial (mentioned above) and a reference section. Keyboard overlays are provided so that you can quickly find the command keys. The keyboard overlay didn't quite fit my old style AT keyboard since the overlay is designed for the newer 101 key and PS/2 keyboards. This is only a minor drawback, though. Color maps are also provided for each region.

Even if you found other flight simulators unappealing, try this one! You'll find the whole experience of F-19 Stealth Fighter to be truly enjoyable and educational as well. This is undoubtedly one of the best simulators I have ever seen.

Name: F-19 STEALTH FIGHTER
Type: Aircraft simulator
Formats: IBM PC
Publisher: MicroProse
Ages: 15 to Adult
Requirements: CGA/EGA/VGA
 # Players: One
Price $69.95

Ability Level:	***Beginner***
Packaging:	***Very Good (9)***
Documentation:	***Very Good (9)***
Graphics:	***Very Good (9)***
Realism:	***Very Good (9)***
Playability:	***Very Good (9)***
CP RATING:	***9.00***

Circle Reader Service Number 28.

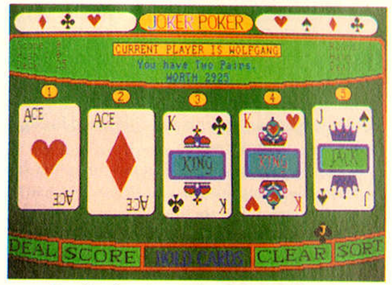
The Joker is on You

By Berdj Betchakdjian

If poker is what you want to play, **Aussie Joker Poker** isn't it. Joker Poker is a computer game based loosely on the rules of poker, and this game takes a lot of artistic license. The graphics are good, but boring since all you get to see is the backs and fronts of regular playing cards. As far as captur ing the spirit of the game, there also the game falls short.

The game starts out with the computer dealing a hand of five card draw. You can then choose which cards you want to keep by pressing the number that represents these cards. The computer then takes the discards off the screen, and gives you new cards. Each hand is assigned a certain number of points, and you accumulate points. Each player gets three hands, and the points for all thier hands are added up and the person with the highest points wins the game. You also can bet money on each hand, but only if you put the correct password when the game was started.

The graphics are good but very limited. With what you see on the screen, you are not really drawn into the game. The backs of the cards look like any deck you can pick up at the supermarket. The fronts of the cards are just any old deck with jacks, kings, etc. The cards could have been animated, the numbers could have been more imaginative, even the suits could have been transistors, diodes, ICs, and capacitors.



A winning hand in Joker Poker.

A game is supposed to set the mood for the human activity it is mimicking. This computer game should have done more to capture what poker really is: Poker is a group of people sitting around a table trying to take each other's money by outsmarting, lying, cheating and stealing. The joy of poker is taking money away from a friend, rubbing his nose in it, and putting him in a temporaty depression.

To capture the mood of poker, several things could have been done. One, making the graphics a group of players against whom you play, giving you a choice of local such as Las Vegas, or a Dodge City saloon circa 1880. Two, allow the player the option to at least be able to bluff. Three, give the animated players facial expressions when they are bluffing or holding a good hand (advanced players can play against poker face Joe). Four, a cheat option where you can get caught. At least let the players cut the cards. I could go on, but I think I've made my point.

One good thing about this game: Everyone can send in to Joker Software to participate in a drawing to win a trip to Las Vegas and have the chance to win $100,000. There are many other prizes other than the $100,000 first prize, so a lot of people can win. If you want to play poker, buy a deck of cards.

Name: AUSSIE JOKER POKER
Format: IBM, Apple, Amiga
Atari, C/64-128
Publisher: Joker Software
Ages: 8 and above
Requirements: 512K
 # Players: One to Ninety
Price: $29.95 to $49.95

Ability Level:	***Beginner***
Packaging:	***Good (8)***
Documentation:	***Average (6)***
Graphics/Text:	***Average (6)***
Realism:	***Fair (4)***
Playability:	***Fair (3)***
CP RATING:	***4.45***

Circle Reader Service Number 29.

Drilling to Avoid Destruction

By Cheryl Peterson

If you've ever thought about being an oil-driller, **Space Station Oblivion** is for you. But instead of drilling for oil, you have to drill for gas. And the purpose of the drilling is not to collect the gas, but to relieve the pressure of the gas that is building up to create an explosion that threatens your planet. If the moon on which you are mining blows up, your entire civilization will be destroyed. What a pleasant Prospect!

The moon, Mitral, contains 18 sectors on platforms. No sector is like another. You must explore each sector and find the focal point where you need to place your drill. Once a drill is placed it will siphon off the gas trapped beneath the surface in that sector. In only the first sector is the drilling place marked.

Sectors may also harbor deadly security devices or storehouses that will provide your vehicle with energy. There are also teleports that you will need to find and use to travel between some sectors. The 18th sector can only be accessed once the other 17 have been safely defused.

Your probe features a view screen that lets you see where you are going and gauges that show you how your fuel supply is holding out. You need fuel to travel, power your lasers and keep your shields up. It shows a numerical representation of your location on the surface as well. This information shows X, Y and Z coordinates. A countdown clock displays how much longer you have to complete your mission. You have roughly four Mirtal hours to place all your drilling rigs.

there is also a reconnaisance jet available. If you can find it, you can get an overhead view of things.

I thought Space Station Oblivion was fun because it presents a few puzzles that seemed original to me. Rather than just shooting at things that shoot at you, there are times when you must shoot stationary objects inorder to pursue your goals. There are also multiple sector puzzles, and some hidden doors must be activated by shooting several switches. this makes the game much more of an adventure rather than just a standard "shoot-em-up" game. Mapping is probably the only way to win the game. And it will probably take many times through to do it before the moon blows up.

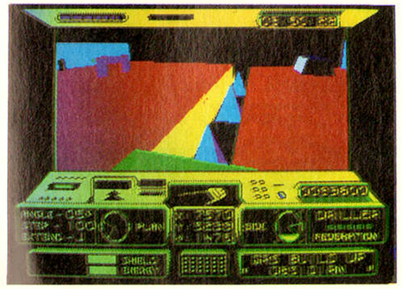
I thought the graphics were nicely done and the controls were fairly easy to use once you got used to them. The game needs both a keyboard and joystick to really shine, though you can play with the keyboard alone. The manual isn't bad. You will certainly want to examine it closely since it contains a great hint on where to place the drill in the Niccolite section.

The demo mode of this one was great fun and gives a good quick starting point for the game. If you like the kind of game where you are piloting a vehicle and infiltrating a guard system, you'll enjoy this one.

Name: SPACE STATION OBLIVION
Type: Arcade Adventure
Format: Amiga, Atari ST, C-64, IBM PC
Publisher: Epyx
Designers: Incentive Software, Ltd.
Ages: All
Requirements: Joystick recommended
 # Players: One
Price: $24.95

Ability Level:	***Advanced***
Packaging:	***Good (6)***
Documentation:	***Good (6)***
Graphics:	***Excellent (9)***
Playability:	***Very Good (8)***
CP RATING:	***7.65***

Circle Reader Service Number 30.



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4. Limit five entries per family or household. Five free entry forms and full contest rules are included with "Aussie Joker Poker" or may be obtained by sending a stamped self-addressed envelope larger than 5½" × 7½" with a hand written request to: Aussie Joker Poker Contest Entry Forms, P.O. Box 22381, Gilroy, CA 95021-2381. Mail-in requests limited to one per name, household or family and must be received no later than 3/31/89. WA & VT residents need not include return postage. Full rules also available from participating Mindscape retailers.
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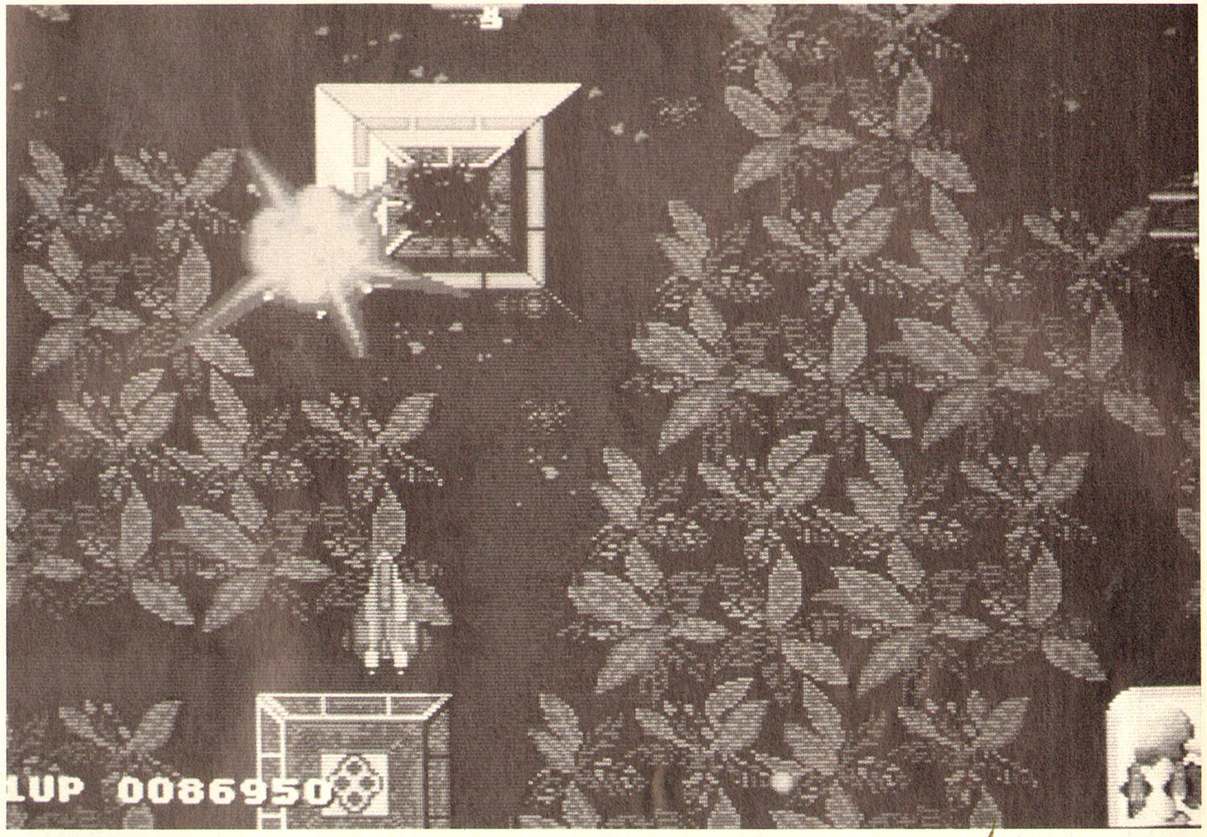
JP 12

The Federation vs: Leviathan



By R. Bradley Andrews

Once again the universe is threatened by an evil empire. The Leviathan empire has loosed a gigantic Star Killer in Federation Space which is now threatening the very existence of the Federation. The only flaw in this massive battle craft is its vulnerability to a small, one-man fighter. Your mission is to fly through the craft's eight levels and destroy its command center, thus saving the Federation. With your fighter caught in the center of the alien craft during the ensuing explosion, it is unlikely you will survivie the craft's destruction, but at least you will be a hero. Thus begins **Sidewinder**, by Arcadia.

The alien craft consists of six different levels: the water distribution level, the hydroponics level, the residential level, the flight deck, the command level, and finally, the control level. Destruction of the control center at the end of the command level will result in the destruction of the entire craft. The player enters the craft through the waste water vent and adjacent levels are connected by other similar vents.

Opponents come in three basic varieties. Some are fixed land positions that simply fire shots at your passing craft, a few of which hide underground and pop up out of the ground at the most inopportune times. Flying craft are also present that both fire at and attempt to ram your fighter. Others are land based crawlers that will also try to shoot you down. Each of these can be shot by your fighter, though some require multiple shots to destroy them.

As can be expected, the deeper the level, the more frantic the pace. The player does have some control over the game however, the game can be chosen to run at one of three difficulty levels, thus providing more enjoyment for the beginner as well as challenge to the expert. An additional feature is the occasional appearance of bonus power pills that allow for a short boost in either the speed of your firepower or its strength. The other pill grants you temporary invulnerability, which can be very useful at some points of the game.

The game can be controlled by either the keyboard or a joystick, though the joystick use is preferred. The graphics in Sidewinder are truly outstanding. Each level has its own distinctive background, based on the type of level. Thus the hydroponics level has large numbers of gardens and other similar facilities. The sound is reasonable, and while not fantastic, it does add to the game feel.

The only strategy to the game is to fire as rapidly as possible, spreading your shots about the screen. Motion is vital to survival and care should be taken not to get stuch in an area with shots closing from all sides.

On the whole this is a very well done arcade game and should provide many hours of enjoyment to any action game fan.

Name: SIDEWINDER
Type: Arcade
Formats: IBM
Publisher: Arcadia
Distributor: Electronic Arts
Ages: 8 and Above
 # Players: One
Price: $39.99

Ability Level:	***Beginner***
Packaging:	***Good (8)***
Documentation:	***Good (8)***
Graphics:	***Very Good (9)***
Realism:	***Good (8)***
Playability:	***Very Good (8.5)***
CP RATING	***8.50***

Circle Reader Service Number 32.

Accolade Brings Golf to Your "Backyard"

By Cheryl Peterson

I once reviewed a golf simulation called **Leader Board** from Access Software and as I sat in front of the Mac playing **Mean 18** a wave of deja vu swept over me. The two games are extraordinarily similar and I found myself taking to the game's controls quite readily. The differences between the two seem almost negligible and without going back and playing Leader Board again, I would be hard pressed to name them. One major difference though is that Leader Board in NOT available for the Macintosh.

Mean 18 doesn't feel quite like real golf (you don't begin to get fatigued from walking the course,) but it does rely on the same skills as those needed by a normal golfer. A good round of golf can take a couple of hours to play, while Mean 18 probrably takes only half that. The distance between shots takes a lot less time to cover in a computer game.

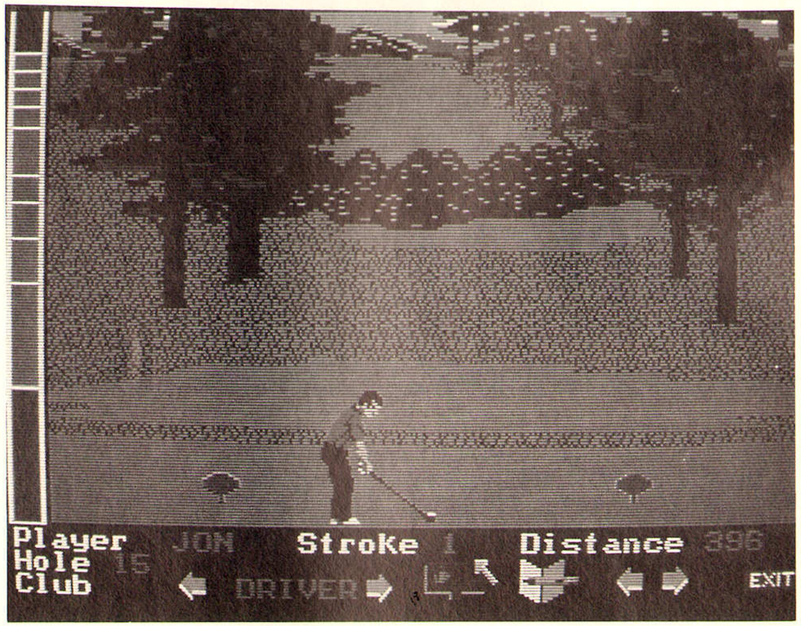
Since golf is a game of timing, a sharp eye and good reflexes, it actually translated to the computer screen fairly well. Another golf game I once played relied on keyboard input for movement and was much less realistic to me than Mean 18.

Mean 18 uses a mouse for input and requires you to time your backswing for maximum power and to hit the ball sharply to get a good drive. It takes a lot less physical movement to hit the ball in Mean 18, but timing is critical. You must tap the mouse button just as your image on the screen hits the ball. Not a simple task.

I found the mouse manipulation to be nothing like swinging a club, but nontheless enjoyable.

The original Mean 18 comes with four courses on the disk: Augusta National, Augusta, Georgia; Bush Hill Country Club, Macintosh, California; Pebble Beach Golf Links, Pebble Beach, CA; and St. Andrews (Old Course), Scotland. Accolade sells additional course disks II, III and IV, and V and VI for the IBM, Amiga and Apple IIGS versions of the program. The Mean 18 disk also comes with a course editor, so you can create your own courses.

The original disk is copy protected, so you need to buy a backup copy ($10) if you wish to save your new courses to disk without losing the original courses. You may alter the skyline,



the trees or the green. You can add trees anywhere you like as well. You can change the terrain types and the length and par for each hole. You can change the terrain types and the length and par for each hole. You can move the green around to wherever you want it. This could be lots of fun to play with if only the disk weren't copy protected.

For those who need a little practice there is a driving range and putting green for practice. You can also practice any hole on the course of your choice.

As many as four people or two two-man teams can play. There are also several types of games you can play. One to four people can play normal stroke count where the person with the fewest strokes over 18 holes wins. Match play is offered; two players compete on each hole and whoever does the hole in the least number of strokes wins the hole -- person with the highest number of holes won after 18 holes is the winner. The best ball competition lets four players take sides in two teams -- The low combined score for each hole takes the hole, team with highest number of holes won wins the match.

Players chose between the professional tee or regular tee options. The professional tee provides longer holes than the regular. Players must also choose their own clubs and is more particular in deciding the outcome of a shot.

The rules are very similar to those used in real life. "Play the ball where it lies," etc. they don't even let you off on the one stroke penalty for putting a shot into the water or an unplayable area.

I thought the graphics were very well done. Play was nice and the response on the swing was excellent. At least I didn't notice any great hesitations or delays in my swing. The scenery was just marvelous to me.

The documentation is nothing fancy, but it is adequate and tells you the optimal distances for each of the types of clubs. It also gives a figure for a 10% strength hit for each shot. Since the graph that shows the power of your swing ismarked with 10% gradients, this makes it easier to calculate how much power to put into your swing. The manual does not depict the courses as they might appear on a scorecard,

I really enjoyed this program and only wish I had more time to spend playing it. If you don't have the time to spend actually walking the links, this package may just be the time-saver that gets you back to playing. Or is you've never played, you may just enjoy it more than learning to play for real. And you never have to worry about being rained out or getting struck with lightning.

On a personal not, I'm not what anyone would consider a professional golfer -- not even an amateur golfer. As a child, I played miniature golf and was a pretty fair putter. My total golf experience constitutes a couple rounds that almost lost me a boyfriend. I took him up on his offer to teach me golf. We played two rounds and I broke par twice. He on the other hand significantly improved his game enough to break 100 (after more than a year of playing.) Of course, my score was probably just beginner's luck, right? Maybe. This is just to give you some idea of how familiar I am with golf. My opinion is based on limited exposure to the real game, but I really do enjoy playing Mean 18. I hope Accolade soon offers additional course disks for the Macintosh version of Mean 18.

Name: MEAN 18
Type: Golf Simulation
Format: Amiga, Apple IIGS, IBM and Macintosh
Publisher: Accolade
Designers: Rex Bradford and Mark Lesser, Microsmiths, Inc.
Ages: Any
Requirements: Mouse.
 # Players: One - Four
Price: $44.95

Ability Level:	***Beginner***
Packaging:	***Excellent (9)***
Documentation:	***Very Good (8)***
Graphics:	***Very Good (7)***
Realism:	***Very Good (7)***
Playability:	***Very Good (8)***
CP RATING:	***7.85***

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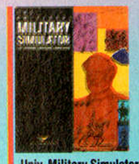

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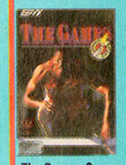

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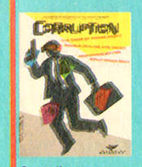

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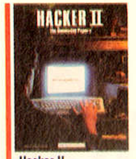

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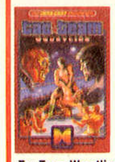

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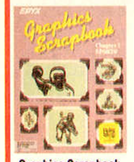

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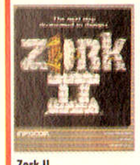

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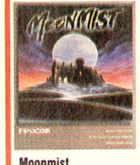

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Airborne to be Wild

By J.L. Miller

INTRODUCTION

AIRBORNE RANGER has now been released for both the Commodore (8-bit) and the IBM. Game play and appearance in both machines is quite similar; interestingly enough, the music tract in the IBM version sounds "tinnier", but this does not affect play. Although Airborne Ranger is billed as a simulation, it is more accurately a game - and a great one! Realism is subordinated to playability, and as long as the user knows what to expect, the sacrifice of realism is meaningless.

There are twelve (12) missions in different terrain (desert, temperate, artic). The user may choose to paly a single mission, or a campaign (which involves successful accomplishment of every mision). dificulty levels range from levels one through nine; in effect, the higher the difficulty level, the more agressive and intelligent the OPFOR (opposing forces). Also, as the difficulty levels increase, OPFOR gains added punch, ranging from bazookas to flame-throwers.

DOCUMENTATION

MicroProse has again produced an excellent documentation package. With a keyboard overlay (which makes slection of various weaponry systems and movements a simple keystroke and not a memory overload) and detailed mission briefings, the documentation also offers tactical hints for each mission. Pay attention to these hints; they often provide the difference between survival and defeat.

The manual also offers a short history of the Rangers - those black-bereted snake-eating Soldiers of the Offensive.

The manual is one of MicroProse's shortest; however, this is not a defect. Game play and background are completely delineated, and any meaningful question is answered in the documentation. As per MicroProse custom, a protection identification scheme is included -one must identify a particular combat ribbon (and all the various ribbons are shown in black-and-white only; a color display would have been both more interesting and educational.

GAMEPLAY

Airborne Ranger is very easy to learn. You select your mission (or in a campaign game, the mission is pre-selected), and then begin. Three supply pods are to be dropped for resupply purposes; the Commodore version has only the "standard" set, while the IBM version allows you to choose the composition of your supply pods. This feature is appreciated, as your supply needs could well change

Selecting your next mission.

depending upon the particular mission. As a general rule, I recommend less time bombs (drop from 3 to 1), and adding more grenades and first aid kits; it would have been nice to allow different packaging for each of the supply pods, but each pod has to be the same.

Once you begin, a transport aircraft carries you across the AO (area of operations). Drop your supply pods where they will be most useful; avoid losing them by having them drop on obstacles or too close to enemy pill-box positions. Then, the green light comes on - and you dorp into combat.

Joystick (or keyboard) entry will allow you to walk/run/crawl or use your weapons in the most efficient manner. However, although you can do a lot, your stamina is not unlimited. Over-exertion will drop your run into a walk and in a tight situation, this can be fatal. Time is of the essence; you only have a finite time to accomplish your mission. Once contact is achieved, enemy soldiers will flock to your position. However, use of the knife will not disclose your position; but then again, getting close enough to make effective use of the knife is often difficult.

The LAW (Light Antitank Weapon), historically somewhat ineffective against tanks, is an excellent destroyer of pillboxes. But learn to differentiate a stone pillbox from a sandbag-reinforced machine gun nest; the latter may be destroyed by hand grenade (which are more plentiful).

Aiming/firing of weapons is a simple task, and use of the weapon set is mission dependent. For example, destruction of a pipeline is complicated by mini-tanks - impervious to rifle fire; insure that you have a supply of grenades or LAWs when you reach the object site. Similarly, use of the LAW can often divert enemy soldiers; they will converge on the detonation site rather than your area, thereby allowing you to continue your mission unimpeded.

While the clock is ticking down in your mission, you may pause the game by goint to the strategic map. This allows you to determine how far the objective is, and the best path to follow. Generally, use of ravines is recommended, since it provides both concealment and cover. But it si impossible to follow a safe path throughout; be ready to rush from ravine to ravine, and cross open terrain. Use grenades to blow holes through barbed wire and then exit the area before the enemy soldiers can fix and destroy you.

You can be wonded and/or killed. However, the first aid kits can usually "remove" some wonds (in effect, this simulates temporarily deadening the pain and allowing you to continue without becoming combat ineffective). Given your flak vest, weapons fire will rarely prove fatal, although flamethrowers and bazookas will definitely unmake your day. Use of the first aid kit at the proper time is the key to mission success; don't lose them by bad drops!

HISTORICAL BACKGROUND

While airborne Ranger is based on the contemporary Army Ranger, the game is more a game than a simulation. Rangers are never employed as a oneman assault formation; instead, they are used in teams and larger formations to accomplish a high-risk mission. Airborne Ranger allows you to be a one-man army, reminiscent of Rambo (but hopefully with a larger intellect).

MicroProse acknowledges that Airborne Ranger is more game than a simulation. But they note the sheer enjoyment of it all; I concur - it ain't necessarily so, but it is a real blast to play!

Name: AIRBORNE RANGER
Type: Arcade
Formats: C-64, IBM
Publisher: Microprose
Ages: 8 and Above
Price: $34.95 / $39.95

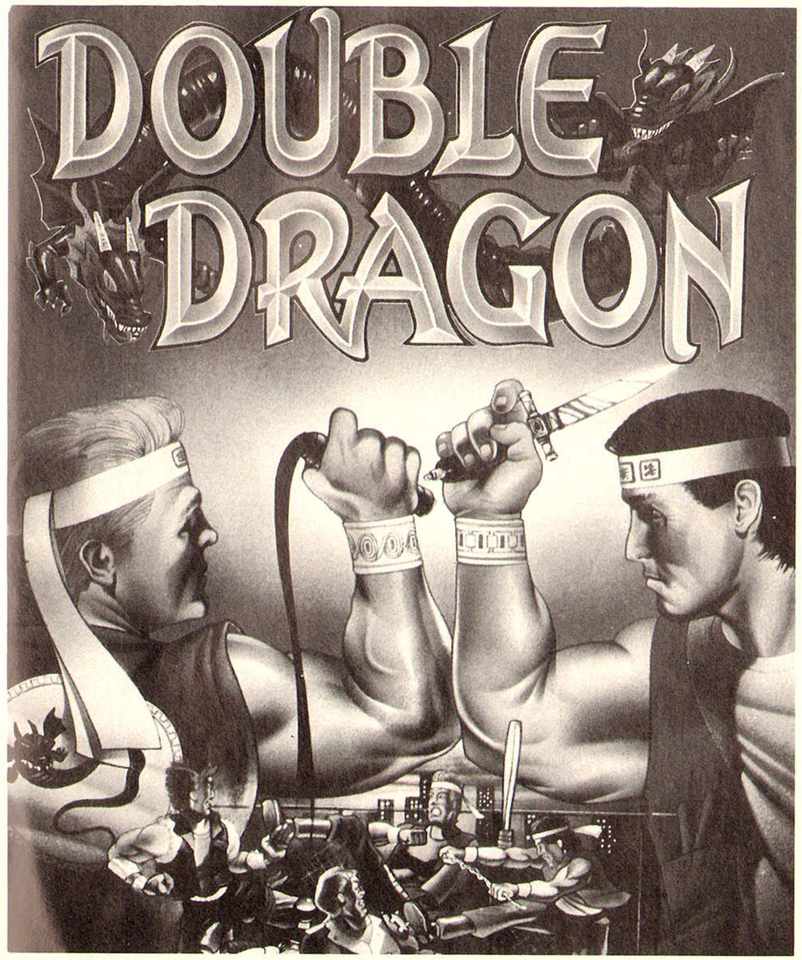
ABility Level:	***Beginner***
Packaging:	***Very Good (9)***
Documentation:	***Good (7)***
Graphics:	***Very Good (9)***
Realism:	***Average (5)***
Playability:	***Very Good (9.5)***
CP RATING:	***8.16***

Circle Reader Service Number 34.

Get a Kick out of Dragons

By Bradly Andrews

Your girlfriend has been kidnapped and it is up to you to rescue her. Perhaps not very creative, but Arcadia managed to turn a predictable theme into a very enjoyable game in **Double Dragon**, an effective translation of the arcade hit. The game pits one to two players in the roles of Billy and Jimmy Lee in their quest to free Billy's girlfriend Marian from the Black Warriors, a savage street gang that has kidnapped her for their own nefarious purposes.



Both brothers are expert at martial arts, which they have studied since an early age. On their way to rescue Marian, they must traverse five different areas and defeat the gang members found there. The pair begin at the city slum and progress their way through the industrial area and into the forest. At the end of the forest is the bosses hideout where they must defeat the foes both inside and outside in order to save the day.

While progressing through each level, Jimmy and Billy must keep an eye on the timer, for if it runs out they will lose a life. As the manual says, "Life is tough on the streets." In addition to the common thugs, many more talented enemies must be overcome along the way. Some have special weapons, such as Linda who cracks a mean whip, while others are simply very large, like Abobo who enjoys slapping people around.

In addition to their own bodies, Jimmy and Billy can pick up one of the many weapons scattered about the path on their way to the bosses hideout. Boxes, rocks, oil drums, knives, baseball bats and whips can all be used to help suppress their many foes. The baseball bat seems to be the more useful, though the knife will kill with a single hit. Defeating certain enemies can also provide a source for these weapons.

A player begins the game with two lives which are used up as the player is injured and dies. However, each player also has five "credits" that allow the player to begin again where he last died. This effectively allows the player ten lives with which to fight through all the minions and defeat the big boss himself.

The graphics in the EGA version are very close to that on the original arcade machine, through the CGA version does run a little faster because less drawing needs to be done. The game supports up to two joysticks, as well as keyboard control of the players. Play goes smoothly using the keyboard, though a player's wrists may require a rest after playing through all ten lives.

In closing, the game manages to successfully live up to its arcade roots and should be a welcome addition to any arcade game collection.

Name: DOUBLE DRAGON
Type: Arcade
Formats: IBM, C-64/128
Distributor: Electronic Arts
Ages: 7 and Above
 # Players: One or Two
Price: $39.99 - $34.99

Ability Level:	***Beginner***
Packaging:	***Good (8)***
Documentation:	***Good (8)***
Graphics:	***Very Good (9)***
Realism:	***Good (7.5)***
Playability:	***Good (8)***
CP RATING:	***8.07***

Circle Reader Service Number 35.

Tales of Toppled Towers

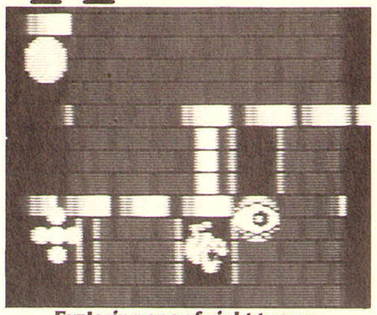
By John S. Manor

Tower Toppler, from Epyx, is another entry in the US Gold series of games. Some evil persons have put eight tall towers in the middle of a poison ocean on the planet Nebulus. You are a dedicated seadog who has been given the task of blowing the towers to smithereens.

Your Mk.7 minisub drops you off at the bottom of the first tower and your task begins. A seadog looks something like a green pig. You must waddle your way to the top while avoiding obstacles such as rotating mutant molecules, bouncing balls, robots and flying eyeballs. Never fear though, for you are armed with a snowball gun, which can stun some bouncing balls and blow away block barriers.

As you climb up slippery ledges and avoid obstacles, your progress is timed. When you get to the top, an automatic destruct mechanism takes over and you can scratch one tower. There are also two different missions, to add more variety to the game. If you don't reach the top before time runs out, you lose and start all over. Your score depends on how quickly you get to the top and how many times you are hit by enemies or obstacles. You only get three lives to finish the task.

So you set off for the top. The tower is riddled with passages that lead to the opposite side. The sides of the towers are mazes of steps and traps that you must learn to traverse. The



Exploring one of eight towers.

tower rotates as you move through the passages, to show you emerging on the other side. Beware the traps that await you. Some of the brick steps will disolve away and you will fall to your death in the waters below, or at least to a lower level on the tower. Those molecules seem to pop up at the most inconvient moments to knock you off a ledge. There are also elevators around to make things easier for you.

When you destroy a tower, your sub picks you up again and you go fishing for bonus ponts. You must shoot fish that swim at you and then catch them. Eventually you come to the base of the next tower, surface and start climbing.

I found Tower Toppler to be an amusing arcade game simple enough for any child to enjoy but challenging enough for the most jaded adult arcade addict. I like the cute animated seadog (I can't help but think of it as a green ppig) and the three-dimensional effect of the tower. Also, with eight towers to conquer, it will be some time before you "learn" this game in its entirety and move on. Tower Toppler is a good quality arcade game from Epyx that I recommend to any computerist who is looking for something new and interesting.

Name: TOWER TOPPLER
Type: Arcade
Formats: Atari ST, Amiga, IBM PC, Commodore 64/128 and Apple II
Publisher: Epyx
Designer: GO America Ltd.
Ages: 10 and above
Requirements: Color monitor, joystick
 # Players: One or Two
Price: $39.95 to $49.95

Difficulty:	***Intermediate***
Packaging:	***Good (7)***
Documentation:	***Good (7)***
Graphics/Text:	***Excellent (9.5)***
Playability:	***Very Good (9)***
CP RATING:	***8.60***

Circle Reader Service Number 36.

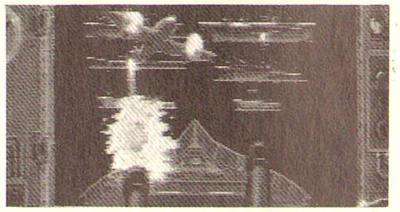
Battleship Goes Digital

By John S. Manor

Battleship was always one of my favorite board games when I was a kid. Epyx has released Battleship, a translation of the game for the home computer that is loyal to the original. The goal of the game is simple. You and an opponent each have a fleet of ships on a grid. You take turns guessing where the other guy's ships are and taking shots at them. Instead of announcing out loud whether it was a hit or a miss though, (something that always seemed to demand a higher degree of honesty than some of my opponents could muster) the computer tells you by showing the ship in flames and sinking. The home computer is a versatile machine and Epyx uses its ablilities to good advangage here.

Battlehip has three playing modes; one player, two player or tournament. You can play against the computer, who is a formidable opponent or against a friend. In tournament mode any number of players play two at a time. The winner of each game gets points, depending on how many shots it took him to sink his enemy. Highest score wins. There is one more option: Salvo Fire. With salvo fire, you can shoot all your shots in one turn. Without it, you shoot a miximum of four shots per turn.

Each player gets a fleet of six ships of various shapes and sizes. There are two destroyers, a



Firing at enemy ships.

battleship, an aircraft carrier, a submarine and a torpedo boat. They are shown graphically on the side of the screen. You place your ships on the grid by clicking them with the mouse. Unlike the board game, you can place some of your ships diagonally as well as horizontally and vertically.

Shots are placed on the grid by clicking on a square. After all your shots are placed, the actual attack is shown in a neat animated graphic display. Your guns fire as planes dive at you. Misses splash into water while hits erupt in gouts of flame on enemy ships. The hits sound like metal hitting metal. After the attack, your hits and misses are shown on the grid. When one fleet is completely destroyed, the winner's fleet sails past in a victory celebration.

Good strategy is the key to Battleship. I like putting all my shots into tight clusters, covering one small area of the grid at a time. Another possible strategy is to bombard the edges of the grid, if your opponent is the type to shy away from the center.

Battleship is an entertaining reproduction of the classic board game from Milton Bradley. It keeps the feel and the fun of the original game while adding the sparkle and thrills of sharp, well-animated computer graphics and realistic sound. If you liked the board game, and want to play it on your home computer, Battleship by Epyx is a fine version worthy of your consideration.

Name: BATTLESHIP
Type: Strategy game
Formats: Atari ST. Amiga, Commodore, IBM
Publisher: Epyx
Ages: 8 and above
Requirements: Color monitor, mouse (ST or Amiga) or joystick
 # Players: Two or more
Price: $29.95

Ability Level:	***Beginner***
Packaging:	***Good (7)***
Documentation:	***Good (7)***
Graphics/Text:	***Good (8)***
Playability:	***Very Good (8.5)***
CP RATING:	***8.00***

Circle Reader Service Number 37.

HARPOON

Somewhere in the desolate and freezing wastes of the North Atlantic, between Iceland and the Kola Peninsula, a Soviet battle fleet is lurking, ready to pounce on its prey.
As NATO Task Force Commander you must deploy your fleet of submarines, ships, and aircraft to locate, engage and defeat the Kremlin's finest.
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With graphics that make everything else look like finger painting, and an arsenal of weaponry that comes up to your armpits, Harpoon's non-stop action, relentless intensity and chilling responsibility will leave you gasping. It's more than a mere game—it's a current event!
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THREE-SIXTY

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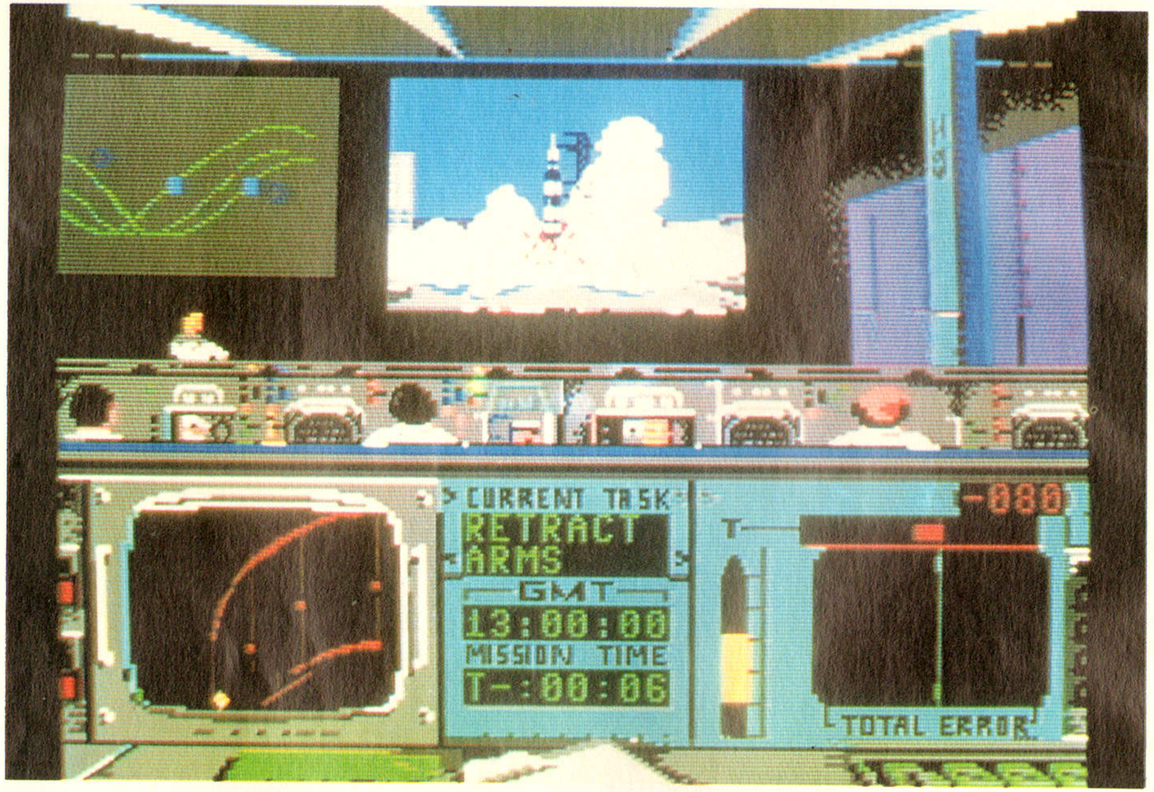
Space Out on Your VDT



Apollo 18 lifts off.

By R. Bradley Andrews

Apollo 18, by Accolade, allows you to "Experience mankind' greatest space adventure" according to the packaging. The entire mission rests in your hands and it is up to you to guide the ship to the moon and back, becoming the first man to set foot on the moon in the process.

This offering would more accurately be billed as a simulation with some arcade-style sequences thrown in. Each mission can consist of up to eight different phases: Successful launch into earth orbit, lunar module detachment and re-docking in space, course corrective maneuvers, lunar landing, moonwalk mission to surveyor site, lunar liftoff and re-docking with command module, spacewalk mission to repair satellites, and re-entry and splashdown.

Each phase comes in a certain order in the chain and if you fail to complete one phase, others may be inaccessible. For example, if you fail to land on the moon in one of the three tries, you will not be given the opportunity to perform the moonwalk sequence. Also, an unsuccessful re-docking above the earth leads to a premature re-entry. Worse fates await failures farther along in the mission, such as the "lost in space" result that occurs with an unsuccessful course corrections attempt.

In addition to the rules of play, the manual also contains a bibliography on the Apollo 18 mission and a timetable of the occurrences in the "historical" mission. While most of the phases are explained adequately, each section may need to be read a few times for an understanding of exactly what to do in each phase.

Unfortunately the game does not live up to its promise. In trying to combine some arcade actionto a moonflight simulator, Accolade has ended up with a very poor game. Many of the steps of the simulation are simply rote performance of the tasks set before you. It fails to truly make you feel a part of the simulation, which is what any true simulation should do.

The arcade aspect is where Apollo 18's greatest shortcoming is however. The actions performed have little relevance to the real world and simply end up frustrating the player. For example, the initial launch procedure will abort if those actions carried out in this phase occur outside a certain error range. This error amount is determined by how closely a player can hit the fire button to the time a green bar crosses the middle of the guage. In real life this procedure is automatic and requires no crew intervention.

Apollo 18 started out with a rather uninteresting topic and only served to hinder it further by adding superficial arcade sequences to it. Many other games in either the simulation or the arcade category are available to spend your time with.

Name: APOLLO 18
Type: Moon Shot Simulator
Formats: c-64/128, IBM
Publisher: Accolade
Ages: 10 and Above
Requirements: Color Card
 # Players: One
Price: $29.95 - $39.95

Ability Level:	***Beginner***
Packaging:	***Good (7)***
Documentation:	***Good (7.5)***
Graphics:	***Good (7.5)***
Realism:	***Average (6)***
Playability:	***Good (6.5)***
CP RATING:	***6.76***

Circle Reader Service Number 38.

Clubhouse Six Pack

By Rawson L. Stovall

Ever since the success of Epyx's **SUMMER GAMES** several years ago, variety sports games have been very popular. Variety sports games are games that include a variety of different sporting events packed into one game. And this popularity is still going strong. After releasing SUMMER GAMES, Epyx developed **SUMMER GAMES II, WINTER GAMES, WORLD GAMES, CALIFORNIA GAMES, THE GAMES: WINTER EDITION,** and the upcoming **THE GAMES: SUMMER EDITION.** Konami has had great success with **TRACK AND FIELD,** and is already planning **TRACK AND FIELD II.** Sega has released **PARLOUR GAMES,** Activision has had **THE ACTIVISION DECATHALON,** Electronic Arts released **SKATE OR DIE** (a variety sports game featuring skateboarding events) and even **U.S. GOLD,** an Epyx subsidiary is planning a comedy variety sports game called **SPORTS-A-RONI.**

Now variety sporting games have gone to the ancient arcade and midway with Mindscape's **CLUBHOUSE SPORTS.** CLUBHOUSE SPORTS is a collection of six different games (Foosball, Skeeball, crazy pool, 3-D pinball, billiards, and shooting gallery) that are hard to find in today's world if you can't make it to a Six Flags, an amusement park midway, or a recreation room that hasn't been completely taken over by arcade video games.

Foosball is a table game where wooden or plastic "soccer players" are impaled on metal poles that stick out of the sides of the table. By turning the poles, the player spins these players causing them to kick a hard soccer ball around the playing field. Like soccer, the object of the game is to kick the ball through a goal that is placed on both ends of the playing field. Each side controls three different poles -- one for the goalie, one for the fullbacks, and one for the forwards. Foosball is my favorite of the games that are included. I was really introduced to Foosball when I was on a church mission trip in Arkansas a few years ago. After a hard day's work, many a night was spent in a church's basement recreation room playing Foosball.

Certainly we've all seen Skeeball. It's the game where nine wooden "croquet balls" are rolled down a mini bowling alley, up a ramp, and into little holes that are placed in dartboard fashion. That's not a very good description -- the game is tough to explain. But like I said, *certainly* we've all seen Skeeball.

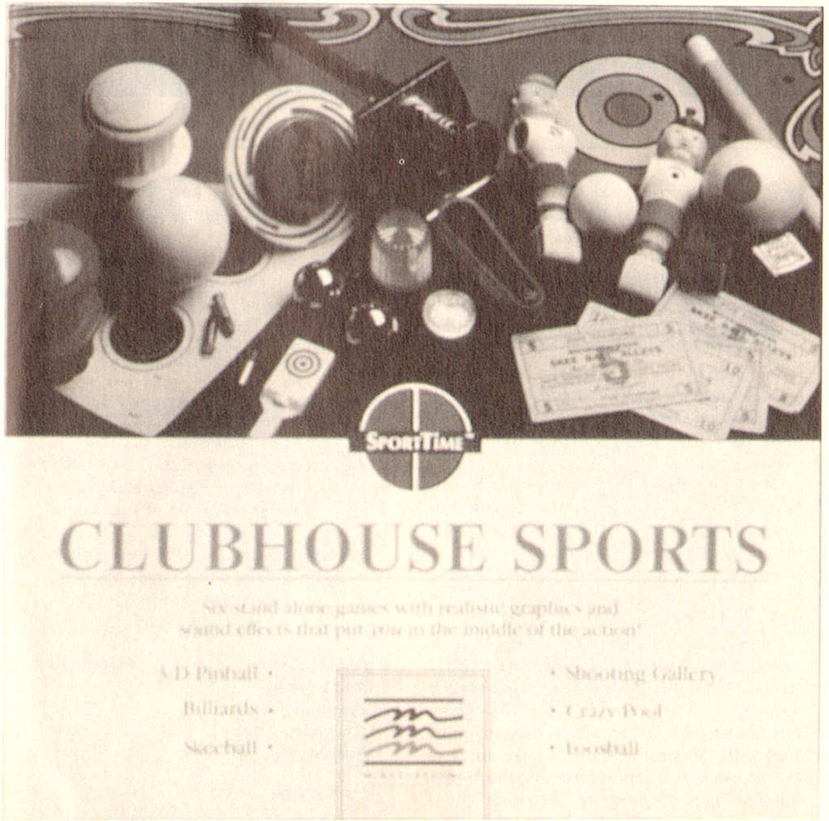
3-D pinball is actually regular pinball that is designed for a computer at an angle so that it gives the game a sense of depth. The game features all the lights and sounds of a real pinball machine.

Billiards is a fancy name and fancy variation of good ol' pool. In CLUBHOUSE SPORTS, the player can choose from Carom Billiards which is played on a table with no pockets, or English Billiards, which is played on a table with six pockets. Both games use only three balls. Of the two choices, I liked English Billiards the best. However, I would have preferred a game of eight ball instead.

Crazy Pool is just that -- *crazy* pool. The object of crazy pool is to sink all seven pool balls in the shortest time possible by hitting only the cue ball. That would be fairly easy except for the fact that there are little bumpers all over the table. In the two-player version players try to sink all of the opponent's four pool balls first. In the two-player game there is no cue ball.

The object of shooting gallery is to acquire the greatest number of points by hitting various targets such as turtles, ducks, birds, rabbits, and fish. Each target does something special when it is hit.

All of the different games in Mindscape's CLUBHOUSE SPORTS are very entertaining and true to the actual, real-life game. I could twirl the little men in Foosball around the pole so fast that they were almost a blur, and even the little targets in shooting gallery spun, quacked, hopped and made little bell noises when they were hit. CLUBHOUSE SPORTS is an ***excellent*** substitute for all of these games but nothing beats the original.



Name: CLUBHOUSE SPORTS
Type: Sports/Simulation
Format: C-64
Publisher: Mindscape
Designers: Ed Ringler
Ages: 8 & up
Requirements: Joystick
 # Players: 1-4
Price: $29.95

Ability Level:	***Intermediate***
Packaging:	***Good (7.5)***
Documentation:	***Good (7.5)***
Graphics:	***Very Good (8.5)***
Realism:	***Very Good (9)***
Playability:	***Good (8)***
CP RATING:	***8.51***

Circle Reader Service Number 53.

A Hip Cat for Youngsters

By Cheryl Peterson

Street Cat is a cute arcade-style game made to keep children busy for hours. I suspect that buyers who own a minimal Amiga system will find this to be true. Anyone who has a system with add-on memory will be disappointed to find that unless they take their computer system apart (remove all expansion memory), the program will bomb out. Further it's copy protected, so there is a good chance it won't last particularly long, either. Especially so since the program REQUIRES that the write protect tab be open in order for it to run.

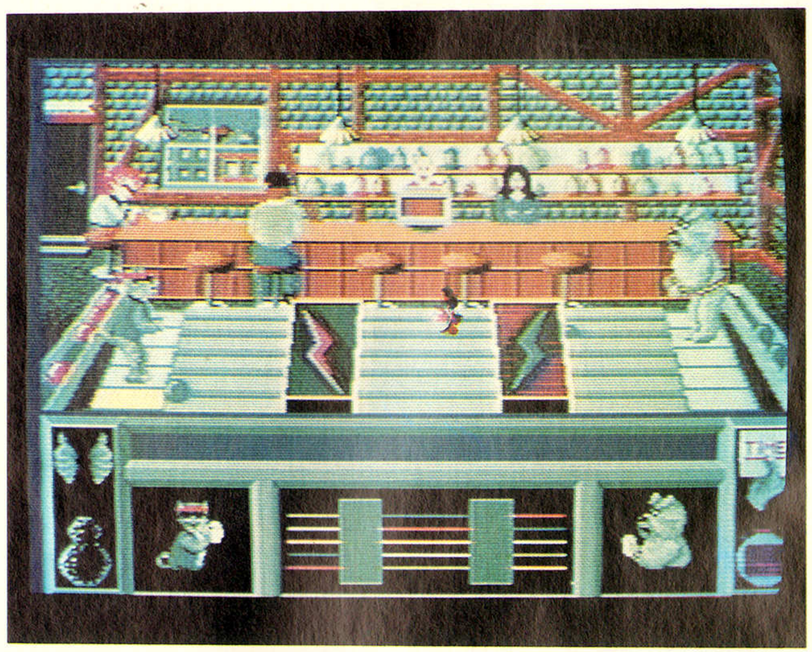
Another real inconvenience is that Street Cat requires several disk swaps to get it running. In the case of a two-drive system, this would seem not be a great problem, but the program instructions specifically say that you should run the program on a one-disk only system. Again requiring anyone with anything more than a basic system to disconnect peripherals.

This is the kind of game that I hate most of all. Not because it isn't a fun game, but because the company has made it so hard to enjoy. It could be wonderful, but the company has spent so much time trying to protect their program from intrusion that they've ruined it. It's a nice, friendly product that my children could spend hours playing but running it requires going to extraordinary measures. If the program had been written correctly, it wouldn't matter whether the computer had additional memory or not. We were able to play most of the way through the game even with the additional memory, but the game would guru out before we finished. Disconnecting the external drives seemed to help a bit, too.

Since it's copy-protected, I feel obliged to watch over the kids' shoulders to make sure they don't accidently destroy the disk. Yes, you can buy a backup copy of $10 more, but that copy too is portected.

The scenarios are sufficiently engaging, the graphics are excellent and the overall tone of the competition is admirable. It's wonderful to see a game that doesn't feature some form of violence as its main attraction. Instead, the player manuevers his cat through obstacle courses and performs tricks to obtain points. The joystick interface is simple enough for younger children, though the initial sequence requires special handling that is difficult to master at first.

There are five different areas of paly that simulate things the cat wants to do. From a walk through the park to riding around through town between events to doing tricks at the swimming pool, each requires tricky joystick manipulation. The cat does little more than run, jump and somersault through the air in some scenarios, but the background is engaging enough that the game still holds interest.



In addition to the park, you'll need to navigate your motorcycle (yes, this is one hip cat) through town. You'll also have to slosh your way through the city's sewer system (Uck!). At the bowling alley, you aim you shots at your opponent (the dog at the other end of the lane). While you're zeroing in on him, he's trying to bowl you over from the other end. If your opponent knocks you over you have to drink a big milkshake. You lose proficiency the more your drink and if you have to drink six shakes, you lose.

Of course, since your character is a cat you have nine lives. This makes for a long game, but when children are playing this is almost a necessity. The game is timed and you get a bonus for completing events under the time limit. You also score points depending on how well you accomplish different tasks.

I don't think teenagers will enjoy this one nearly as much as children age four to ten. My six-year-old thought it was fun and was really unhappy that she couldn't play the game through to is conclusion. Since I have an Amiga 1000 with Kickstart in ROM, I have an extra 256K of memory that interferes with the proper functioning of the program. This made it hard to give the program a full testing.

All-in-all though, those who use the most basic systems (Amiga 500s, for instance) will probably feel that it is a good deal. It's an enjoyable game for an often-ignored segment of computerdom and it is certainly priced competitively. The game has a slow enough pace that even very young children should enjoy it.

Name: STREET CAT
Type: Children's Arcade
Formats: Amiga, Atari ST, C-64, IBM PC
Publisher: Epyx/US Gold
Designers: US Gold, LTD.
Ages: All
Requirements: Joystick recommended, NO external peripherals allowed.
 # Players: One to Four
Price: $24.95

Ability Level:	***Intermediate***
Packaging:	***Good (5)***
Documentation:	***Good (6)***
Graphics/Text:	***Excellent (9)***
Playability:	***Very Good (7)***
CP RATING:	***7.15***

Circle Reader Service Number 39.

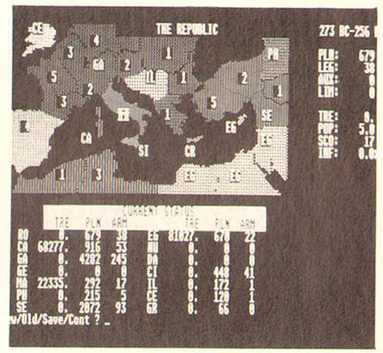
You've got to Romanize Yourself

By D. Nathan Richardson

The glory that was Rome, and the power of the Pax Romana is now at your fingertips in **The Annals of Rome** by PSS software. Rome's legions march again as you must deal with a number of different civilizations and barbarian hordes on your frontiers. Inside the Empire, you have to deal with an assortment of emperors, civil wars, and dictators.

The game always starts in the same year, 273 BC, but never quite the same way. Most games begin with Carthage as Rome's main adversary, but not always. One of the main problems with playing this game is how hard it is to get started since you get only Italy in the beginning, and there are several hostile powers around it. This is a single player game with the computer managing Rome's enemies throughout the years. Since Rome's eastern empire lasted until 1453, the game has almost no end. You are not only playing against the computer, but history itself.

The game uses the keyboard to give orders. Each turn represents up to twenty five years so don't worry about what form of government Rome has, but do concern yourself with inflation, and the popularity of the government. If inflation is high, you can't maintain a large army, and if the government is unpopular, civil war is bound to break out. If these two factors are present during a turn, your ability to expand your empire will erode, your armies in



the outer areas will elect their own emperors, and the empire will destroy itself. The only way to end civil war is to support the strongest of the self declared emperors in order to miinimize your military loses.

The Senate is where you get your commanders. The backbone of your forces is the legion, when you hold a region long enough, though, you start Romanizing the area and begin getting local forces. These forces are Auxiliaries and Limitanei. The local recruits are not as strong as legions but they are more than welcome when you need them.

As time marches on in the game, new tribes appear on the frontiers, and some, like the Huns, are quite powerful. Once during the game you can change the capitol of the Empire if Rome gets overrun. If you get that far, you might even be able to pull a Belisarius, and retake Rome, and most of the western Empire.

As addictive as this game is, it has some big drawbacks: Changing commanders every two or three turns, and the graphics. Changing commanders may be Realistic, but it can make the game a drag, especially during civil war. The graphics are poor, and the text is hard to read. The action is a little hard to follow. Overall, the game is very good though if you can live with a few little imperfections.

Name: ANNALS OF ROME
Type: Strategic Wargame
Publisher: PSS
Distributor: Datasoft
Ages: 10 and Above
 # Players: One
Price: $24.95 to $34.95

Ability Level:	***Intermediate***
Packaging:	***Average (6)***
Documentation:	***Good (8)***
Graphics:	***Fair (4)***
Realism:	***Excellent (9.1)***
Playability:	***Excellent (9.3)***
CP RATING:	***7.61***

Circle Reader Service Number 40.

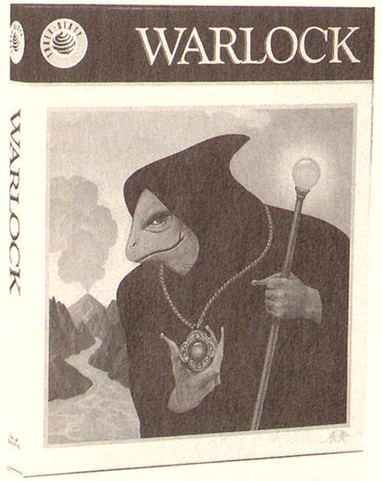
HE Will Keep the Karna Jewel

By Rusel DeMaria

Here's a riddle. What computer game for the Apple IIGS is easy enough for a three year old to play, but so hard that advanced game players can't beat it? You probably already know the answer. It's the subject of this article. It's **Warlock** from Three-Sixty Pacific.

Warlock is one of those games with action, humor, and very good graphics, but it has one serious flaw--as far as we can tell, you can't win. The basic plot of the game has you playing the title role of Warlock. Your quest is to recover eight essential items, and, with these items in hand, confront and defeat the evil thief known only as HE. If you can defeat HE, you will recover the precious jewel, the "Karna".

The game controls are supremely easy. Using keyboard or preferably a joystick, you can move left and right. Pull up on the stick to jump, pull down to move between the high and low levels (at specific points marked by flat grey stones, ladders, or any entry way). The objects, and coincidentally the most powerful enemies and traps are found in the lower level, but you will have to move between the levels to complete the game.



Warlock from 360 Pacific.

Of course, you also fire a powerful magic projectile. This magic will take care of most enemies with one shot, but the major monsters may take several shots. The ordinary enemies come in constant waves, so you will have to have your shooter ready when you play. You also have to be careful, because only two of your magic bullets can fly at the same time. If you miss your target, you won't be able to shoot again until the bullets reach the other side of the screen. In order to do well at this game, you must pay close attention and avoid being hit by the mindless hordes.

You begin the game with several kinds of ratings: Vitality Points, Power Points, and an Armor Rating. As you play the game, your Vitality Points fall constantly - both with time and whenever you bump into an enemy or get attacked. Fortuantely, some of the monsters you defeat will leave behind various treasures. One will restore your Vitality Points, another your Power Points, and still another will increase your Armor Rating. But here is where you encounter the flaw that I mentioned earlier.

You would think that a higher Armor Rating

39 ▶

Marine Life at Bay

A typical chart.

By R. Bradley Andrews

The simulation area seems to be the hot area in the computer game market today. We have flight simulators for would-be pilots, tank simulators for would-be warriors. And now, the **Dolphin Sailing Simulator**, by Dolphin Marine Systems, Inc., allows would-be sailors to try their hand at sailing.

DSS runs on an IBM compatible with a CGA or Hercules compatible monitor. Installation was rather strightforward on a PS/2 Model 50, though the game consistently crashed when run from an AT clone with a IOMEGA Bernoulli Box Disc System. Included with DSS are the simulation master disk, the first of eight voyage disks, and a Map of the area covered on this voyage disk, the Chesapeake Bay. Other voyage disks include areas as diverse as the Florida Keys and the San Fransisco Bay.

Nine different voyage types are available to choose from: Nice Reach, Upbeat Wind, Downhill Run, Variable Wind, Cruising Race, Fleet Race, Match Race, Storm Weather, and Long Voyage. The first several of these allow you to learn how to control your boat and perform under various conditions, while the others, especially the race voyages, require more advanced knowledge and put your skills to the test.

Several different screens are used to control the action of your boat. The Cockpit View shows what the helmsman would normally see of the boat, sails and instruments. The Lookout View provides an adjustable binocular view of the distance. The Instrument Panel provide all the conttrols a real skipper has in front of him. The Navigation Chart provides the chart (a nautical map) of the area and allows for course setting. The Tactical View shows the boats position and that of surrounding objects and vessels on a chart with a zoom capability. Finally, the Boat & Sail Selection View allows the selection and setting of the various sails to be manipulated.

On the up side, DSS appears to have a good internal model of how a sailboat responds to the wind and controls. Each of the four available boats acts reasonably close to what would be expected in real life.

On the down side, DSS fails in the other two areas important in simulation design. The visual presentation in DSS is very poor. Because of this, you will often end up sailing by instruments and the tactical view. This is somewhat similar to driving with a speedometer and a radar in the fog. And while the user controls within any single view are good, the interface tends to get in the way during actual play since you constantly switch between several views in order to successfully sail the boat.

Unfortunately, the simulator fails to suggest any experience of actual sailing. Its value as an instructional aid is limited, many books on the subject are far better. It is possible to learn to play the simulator for a high score and could possibly enjoyed as such, but DSS will does not manage to hold up to the true thrill of real sailing.

Name: Dolphin Sailing Simulator
Type: Sailing Simulator
Formats: IBM
Publisher: Dolphin Marine Systems
Ages: 10 and Above
 # Players: One
Price: $49.95

Ability Level:	***Intermediate***
Packaging:	***Good (8)***
Documentation:	***Good (7)***
Graphics:	***Good (7)***
Realism:	***Average (5)***
Playability:	***Good (7.5)***
CP RATING:	***7.10***

Circle Reader Service Number 42.

would make you less vulnerable to attack by the endless supply of enemies that this game manufactures, but no.. Whether it is a mistake or a mean joke, your Armor Rating serves no noticable purpose. Further, there seems to be a mistake in the rather sketchy documentation that accompanies this game. One object is supposed to give you Vitality Points, Power Points, and increased Armor Points, but it only increases Vitality.

You can play the game in one of three dificulty levels. It defaulst to the medium level. To play at the easiest level (recommended), press 1 on the keyboard before you start. No one I've heard of has completed this game so far, so I suspect that the problem with the Armor Rating is the problem. Strangely, though, the game is fun to play. I enjoyed figuring out the various tricks of the game (of which there are several), and, at another level, Warlocks is so easy (if you don't pay any attentionto the goals of the game) that may three year old loves to blast away. I'm guessing (without confirmation as I go to press) that there will be a new release of Warlocks, however, which will make it possible to win.

Name: WARLOCK
Type: Arcade Action
Format: Apple IIgs
Publisher: Three-Sixty Pacific
Designers: Infogrames
Requirements: 512K Ram; Joystick Optional
 # Players: One
Price: $34.95

Ability Level:	***Beginner***
Packaging:	***Good (7.2)***
Documentation:	***Average (6)***
Graphics/Text:	***Very Good (8.8)***
Playability:	***Good (8)***
CP RATING	***7.82***

Circle Reader Service Number 41.

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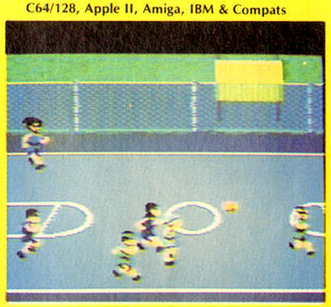

Winner takes all in this unbelievably intense neighborhood game of hoop. Pick your three-person team from ten of the baddest dudes on the block, each with his own unique talent. Play in the street, the school yard or the local park. But get ready! Because when the action explodes, you'll go for a hook, pass on the run, sky for a rebound and slam dunk it home in this fast and furious basketball game!

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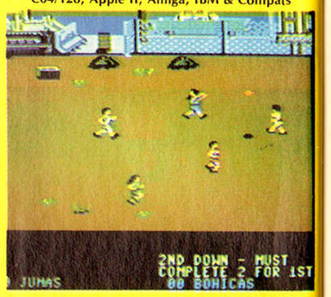

Take your licks on a city street or collide on a construction site in this gritty game of tackle football! Three-person teams must be chosen from nine heckling, little hoodlums who'll dodge the competition, parked cars, potholes and puddles in this school of hard knocks. Pick your plays from a computerized play book or use the Playmaker feature to design your own and save them to a playbook disk.

STREET SPORT BASEBALL

C64/128, Apple II, Amiga, IBM & Compats

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SKY TRAVEL

By Rawson L. Stovall

What does the galaxy look like from any place on Earth? What do the stars look like on this foggy night in your hometown? What did the sky look like 10,000 years ago or what will it look like 10,000 years from now? With Commodore's **Sky Travel**, A Window to Our Galaxy for the Commodore 64, you won't have to wonder — you can see it on your monitor or TV screen.

That is what I wrote in March of 1985 when I first reviewed this program. Not much has changed. Sky Travel is still a *fantastic* program. Ironically, the night I reviewed it in 1985 I couldnt see the sky because it was foggy. The night I palyed it this year, I still couldn't see the sky because it was raining.

When I reviewed it three years ago it was being marketed by Commodore for the C-64. But, now it is being released for the C-64, Apple II, and Macintosh by Microillusions who have done an excellent job of packaging Sky Travel. For one thing, they credit the developers: Dr. Fred Ancker, Dr. Frank Corwitz, and Dr. Clif Ashcraft, all chemists with a passion for astronomy.

Besides traveling thousands of years forward or backward in time to gaze upon the skies of our past and future, what else can be done with Sky Travel? Star maps can be plotted and constellations can be traced. Any portion of the night sky can be observed from any view. Solar and lunar eclipses as well as all phases of the moon can be emulated.

A clock lets the observer-user see how the stars react to changes in time. A special CHART mode gives the user an unobstructed view of the heavens, or a Mercator-style map allows the user to select a location anywhere on earth from which to view the stars. Helpful line and text displays give the names and locations of stars and constellations, and a unique INFORM function provides interesting information on all the major sights.

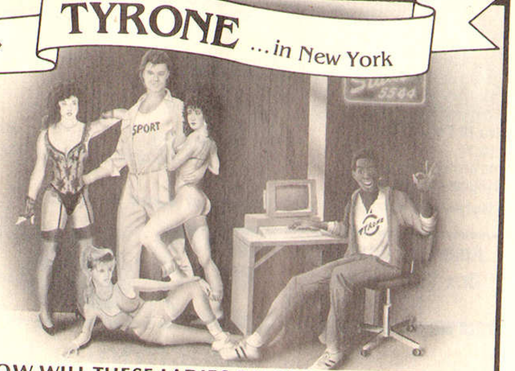
The 61-page manual uses an easy-to-follow format and includes a full glossary, technical notes, charts, and tables. it doesn't take long to work through the first 12 pages - "A Guided Tour of the Planetarium," (while reading the user is playing the program). The remainder of the manual contains these chapter lessons: A Guided Tour of the Universe, History/-Archaeology, Navigation, and Space Exploration.

I reviewed Sky Travel on my C-64. Wht a Commodore printer or compatible such as my Star SG10C, the user can print out any screen simply by pressing the SHIFT and P keys.

Sky Travel really isn't a game - its just a *very complex* printer program that is easy touse and fun to show both family and friends. It's also a must for those who are in any sort of history class with a teacher who accepts extra credit. Make charts of what the skies looked like over San Antonio on the night the Alamo fell; the night before Pearl Harbor was attacked; Christmas Eve over Bethlehem; or what appeared in the heavens over Rome on the tragic night of the Ides of March when Ceasar was killed.

ADULT SOFTWARE by RASCALSOFT™

TYRONE ...in New York



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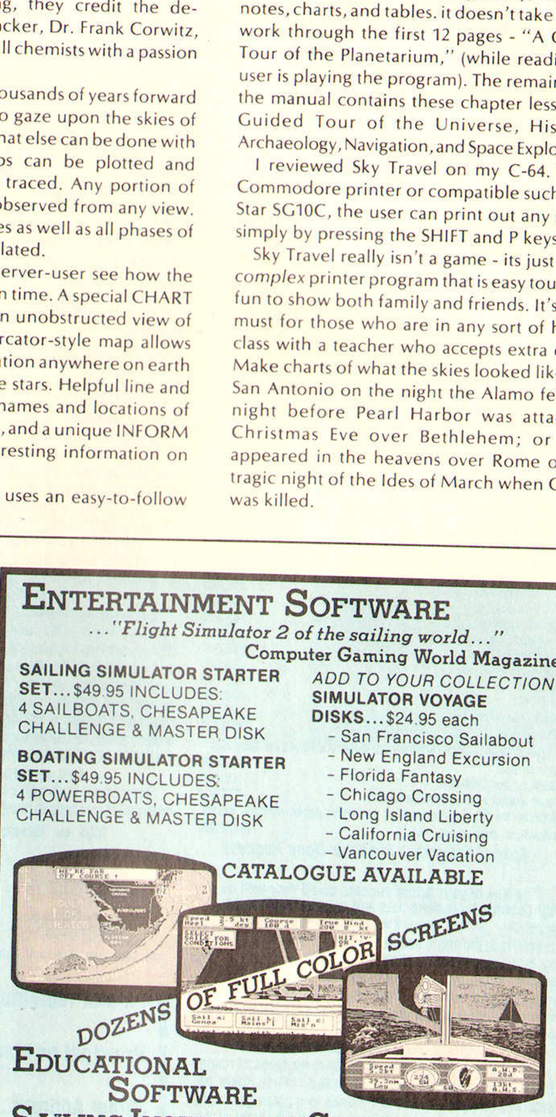

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Sound to unbelievable to be true? It's really not. We know you're probably tempted to rip this page up or turn to another section, but please bear with us.

You have a right to be skeptical. We've seen all too many schemes that have promised you instant income in the past when in reality they didn't do a thing for you. We guarantee you this isn't one of those.

Right away I can quarantee you this is not in any way part of a government program. There's no gimmick involved and you don't have to live in any particular part of the country to qualify.

And you don't need experience or a fancy education to become rich. In fact one of the most successful people we know using the program was a 60 year old woman with a ninth grade education who spent her life being a mother and housewife. In a period of eight years she made more than $1 million dollars. And believe us when we tell you she didn't inherit anything and every penny was made possible through the program.

Her husband had become deathly ill, incapable of working or earning any money. He had virtually no insurance, and no income. What he did have was a mountain of unpaid bills, a huge mortgage payment, car payments, and a flock of loans to pay back from a small business that failed.

For awhile it looked like her only option was to sell the house and car and declare bankruptcy. Fortunately, she didn't have to do any of that . Instead, she took a deep breath and decided that it was time to become financially independent.

The fact is she made it, and so can you. We've shown thousands of others how to become financially independent. We've put together a package of valuable information, detailing principles that can and will make you money - big money. You'll learn that it's not how much time you put into something, but how you use the time. Most millionaires work far less than the average person, yet they get a lot more out of the time they put into it.

One thing we want to emphasize - this will not be material put together by a bunch of amateurs or worse yet 'book worms' who know what should work, but have never done it. Instead it's put together by a staff that has started with nothing and have ended up as millionaires.

They'll be giving you the type of tips and insight into things that only experience can give. They'll tell you step-by-step how they regularly made hundreds of thousands of dollars.

I imagine by now you're worried that a program like this will cost you a small fortune. And it would at most places. You could end up paying thousands getting the same type of advice at private consultations with financial experts or hundreds going to seminars.

Quite frankly, our team of experts could make far more money doing business in that way but they've reached the point where money is no longer a goal.

We've tried it that way and it turned out that we were only helping the rich get richer, so now we're trying this technique of spreading our knowledge to the average person at a price they can afford - a mere $10. We guarantee that you'll think it's worth every penny.

In fact, we're so sure of it that we're willing to guarantee you'll be pleased or we'll give you your money back if you let us know within 30 days - no questions asked.

That gives you almost a month to leisurely sit back and look over the material, We're confident you'll find it the most valuable information you've ever seen.

If you feel it can't help you, send the material back and we'll return your check or money order - uncashed.

Still skeptical? We can't say we blame you. There are enough rip-off artists out to cheat you. That's why we invite you to postdate your check a month from when you send it to safeguard yourself.

One thing that I'm sure is bothering you is that the only people you're hearing from about the program is us. That's why we've decided it's important to share with you some of the letters we've received from satisfied customers. All the following people are real but we'be given you just the initials to protect the privacy of the individuals involved.

'I got the $6000 I needed to send my daughter to college.'

'One of my biggest goals in life has always been to be able to finance my son and daughter's education. I had enough money saved up to send my son, but when my daughter's turn came up I couldn't come up with the money. I was in enough debt that no one would give me a loan and things looked hopeless until I came across your ad. Like most people, I figured as long as you guaranteed satisfaction, I had nothing to lose. Instead, I gained plenty. Within a few months I made enough to not only fund the $6000 I needed to send her to college, but also was able to pay off my car, house, and get back on my feet. Thanks!

MM
Tarzana, Calif.

"I made a fortune on the stock market with the money I made from your program.'

"I've always been a person who loves the excitement of the stock market. To me there's nothing like the feeling of taking a risk. Recently, I got a tip of a surefire stock that would make me big money. Unfortunately, I didn't have any money to invest - that is until I sent away for your material. In the first week I made $4000 and invested it all in the stock. Since then I've made an unbelievable financial killing on it with the money I'm making due to your program, I've got all the cash I need to keep playing the odds.

RC
Chicago, IL.

We also thought you'd be interested in comments made by some of the national publications that have looked carefully at our program.

The Truth

"When we first saw this ad in print, we sent reporters out with the express purpose of doing a 60-Minute expose on how its cheating the public. Instead, to our amazement its a program that actually does what it promises to - it helps people make money. Several people on our staff have tried it and all have profited from it. If more people took the time to learn what they're teaching, there would be far less poverty in the world today."

National Times

"We have to admit we were skeptical when we looked at this program, but to our surprise we found it to be a concise and easy to understand program on how to make money. We've investigated more than our share of rip-off schemes, and we can assure you this is not one of them. We've seen amazing results and if the financial experts involved in the program keep on offering this kind of advice in the future, we would expect to see even more people profit from it."

We could continue on with both letters from people who have found success and publications who have found that it works, but we think we've made our point.

If you're interested in turning your financial life around, we invite you to fill in the coupon below and send us a check or money order. That's all it takes. Really you've got nothing to lose and everything to gain.

The only thing we would say is that you should act quickly. To be honest, nothing lasts forever and there's no telling how much longer we'll be able to offer the program at such a low price.

I'm willing to risk the time and postage necessary to get your information. I have enclosed $10 in check or money order. Or charge my credit card. Please send me you package as soon as possible. I understand that I have 30 days to examine it and make my decision if I'm interested in your offer.

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14160 SW 139th Court
Miami, FL 33186
305-252-9040

Joker Software
P.O. Box 22380
Gilroy, CA 95021-2380
408-848-4391

Keypunch Software
1221 Pioneer Bldg.
St. Paul, MN 55101
612-292-1490

Koei Corp.
20000 Mariner Ave. #100
Torrance, CA 90503
213-542-6444

Konami
815 Mittel Dr.
Wood Dale, IL 60191
312-595-1443

Logical Design Works
780 Montague Expwy. #403
San Jose, CA 95131
408-435-1445

Lucasfilm Games
Box 2009
San Rafael, CA 94912
415-662-1800

Lyric Software
6 Beach Plum Dr.
Northport, NY 11768
800-243-0345

Masterplay
8417 Sun State St.
Tampa, FL 33614
813-888-7773

Mastertronic/Melbourne House
711 West 17th St. Unit G9
Costa Mesa, CA 92627
714-631-1001

Medalist International
180 Lakefront Dr.
Hunt Valley, MD 21030
301-771-1151

MicroIllusions
17408 Chatsworth St.
Granada Hills, CA 91344
800-522-2041

Microprose Software
180 Lakefront Dr.
Hunt Valley, MD 21030
800-645-8632

Mindcraft
2341 205th St. #102
Torrance, CA 90501
213-320-5214

Mindscape
3444 Dundee Rd.
Northbrook, IL 60062
800-221-9884

Muse Software
5 West Ridgeville Blvd.
Mount Airy, MD 21771
301-831-7090

New World Computing
14922 Calvert St.
Van Nuys, CA 91411
818-785-0401

Nintendo
4820 150th Ave. N.E.
Redmond, WA 98052
800-633-3236

Ocean Isle Software
Ocean Isle Square #3
Ocean Isle Beach, NC 28459
919-579-8728

Omnitrend
Box 733
W. Simsbury, CT 06092
203-658-6917

Origin Systems
136 Harvey Rd. #B
Londonderry, NH 03053
603-644-3360

Paragon Software
600 Rugh St.
Greensburgh, PA 15601
412-838-1166

PBI Software
1163 Triton Dr.
Foster City, CA 94404
415-349-8765

PSI
2 N. Highview Ave.
Nanuet, NY 10954
914-623-2245

Polarware/Penguin
1055 Paramount Pkwy. #A
Batavia, IL 60510
800-323-0884

Potato League Sports
4569 Mission Gorge Pl.
San Diego, CA 92120
619-282-8186

Rainbird
2350 Bayshore Pkwy.
Mountainview, CA 94043
415-322-0412

Romstar, Inc.
22857 Lockness Ave.
Torrance, CA 90501
213-539-2744

Scorpion Software
10475 Perry Way #G-103
Wexford, PA 15090
412-935-5066

Sierra On-Line
Box 485
Coarsegold, CA 93614
800-344-7448

Sir-Tech Software
Box 245
Ogdensburg, NY 13669
315-393-6633

Software Toolworks
13557 Ventura Blvd.
Sherman Oaks, CA 91423
818-907-6789

Spectrum HoloByte
2061 Challenger Dr.
Alameda, CA 94501
415-522-3584

Spinnaker
One Kerdall Square
Cambridge, MA 02139
800-826-0706

SSG
1747 Orleans Ct.
Walnut Creek, CA 94598
415-932-3019

Strategic Simulations
1046 N. Rengstroff Ave.
Mountain View, CA 94043
415-964-1353

SubLogic
Box 4019
Champaign, IL 61820
800-637-4983

Sun Corp.
2250 Emhurst Rd.
Elk Grove Village, IL 60007
312-228-1451

Taito
267 West Esplanade
North Vancouver, B.C.
V7M1A5
604-984-3344

Telegames USA
222 W. First St.
Lancaster, TX 75146
214-227-7694

Tengen
1901 McCarthy Blvd.
Milpitas, CA 95035
408-435-2650

Three-Sixty Pacific
2105 S. Bascom #290
Campbell, CA 95008
408-879-9144

Titus
20432 Corisco St.
Chatsworth, CA 91311
818-709-3693

Velocity
1200 Gough St. Suite 210
San Francisco, CA 94109
213-606-7133

Vic Tokai Inc.
370 Amapola Ave. #104
Torrance, CA 90501
213-320-1199

XOR Corp.
5421 Opportunity Ct.
Minnetonka, MN 55343
612-938-0005

GAME RATING SUMMARY

NAME	PUBLISHER	RATING
Dungeon Master	FTL Games	9.65
Sword of Sodan	Discovery	960
Solitaire Royale	Spectrum HoloByte	9.50
Red Storm Rising	Microprose	9.50
Legend of BlackSilver	Epyx	9.36
Hybris	Discovery	9.30
Superstar Ice Hockey	Mindscape	9.28
ULTIMA V	Origin Systems	9.25
Bard's Tale III	Interplay Products	9.25
Balance of Power:1990	Mindscape	9.24
Nobunaga's Ambition	Koei	9.15
Rocket Ranger	Cinemaware	9.15
Space M*A*X 2.1	Final Frontier	9.15
Where in Europe is Carmen Sandiego?	Broderbund	9.10
Caveman Ugh-Lympics	Electronic Arts	9.08
Battlehawks 1942	Lucasfilm	9.04
Jack Nicklaus Golf	Accolade	8.98
Zak McCracken/Alien Mindbenders	Lucasfilm Games	8.90
TV Football	Cinemaware	8.90
Shufflepuck Cafe	Broderbund	8.90
Questron II	SSI	8.90
PHM Pegasus	Lucasfilm Games	8.85
Flight Simulator 3.0	MicroSoft	8.75
The Three Stooges	Cinemaware	8.75
4X4 OffRoad Racing	Epyx	8.75
GFL Football	Gamestar/Mediagenic	8.72
Battle Chess	Interplay	8.70
Jordan vs. Bird: One on One	Electronic Arts	8.64
Hellcat Ace	Microprose	8.60
Death Sword	Palace/Epyx	8.60
F-14 Tomcat	Activision	8.56
GBA Basketball	Gamestar/Mediagenic	8.52
Tetris	Spectrum HoloByte	8.50
The Games: WinterEdition	Epyx	8.50
Police Quest	Sierra On-Line	8.50
Battlefront System	SSG	8.50
Tau Ceti	Thunder Mountain	8.45
Space Cutter	Rainbird	8.45
Decisive Battles of the Cival War	SSG	8.40
Shadowgate	Mindscape	8.40
Super Sunday	Avalon Hill	8.40
Jam Session	Broderbund	8.35
Falcon F-16	Spectrum HoloByte	8.30
Project Stealth Fighter	Microprose	8.25
Metrocross	Epyx	8.25
Rommel	SSG	8.20
Typhoon of Steel	SSI	8.15
Wasteland	Electronic Arts	8.15
Takedown	Gamestar	8.15
Tomahawk	DataSoft	8.11
Kosmic Krieg	Alpha Tec	8.06
Neurobics	Ocean Isle	8.03
Pete Rose Pennant Fever	Gamestar/Mediagenic	8.00
Zoom!	Discovery	8.00
Breach	Omnitrend	8.00
Awesome Arcade Action	Arcadia	7.90
Global Commander	DataSoft	7.85
Starglider II	Rainbird	7.85
Hardball!	Accolade	7.78
Operation Clean Streets	Broderbund	7.77
Platoon	Data East	7.75
Virus	Rainbird	7.75
Empire	Interstel	7.74
Impossible Mission 2	Epyx	7.70
Top Gun	Thunder Mountain	7.63
Solo Flight	Microprose	7.59
Sons of Liberty	SSI	7.50
John Elway's Quarterback	Melbourne House	7.50
Gunship	Microprose	7.48
World Class Leader Board Golf	Access	7.40
Sporting News Baseball	Epyx	7.35
Ace of Aces	Accolade	7.26
Rodwars	Arcadia	7.20
Takeover	H.C. Jacoby	7.18
Romance of the Three Kingdoms	Koei	7.16
Leatherneck	Microdeal	7.15
Off Shore Warrior	Titus	6.80
Bubble Ghost	Accolade	7.13
A.C.E.	Spinnaker/UXB	6.76
Jinxter	Rainbird	6.75
Kid Niki	Data East	6.75
JET	subLogic	6.58
Final Assault	Epyx	6.50
Hunt for Red October	DataSoft	6.47
NFL Challenge	XOR	6.40
Pro Challenge	XOR	6.24
Indiana Jones	Mindscape	6.20
Ebonstar	MicroIllusions	5.25
The Civil War	Avalon Hill	3.45
VIDEO TITLES		
The Legend of Zelda	Nintendo	9.13
Double Dragon	Tradewest	7.98
RBI Baseball	Tengen	7.68
Contra	Konami	7.63

The COMPUTER PLAY SCORECARD

One of the unique features of our magazine is the patented COMPUTER PLAY Scorecard. In order for you to be able to utilize it fully, we will explain the definitions of the various categories and give details on the final CP RATING.

NAME: This is the specific name found on the game package.

TYPE: We will attempt to specify the category of game being reviewed. Choices include ARCADE, ADVENTURE, TEXT, SIMULATION, TRADITIONAL, EDUCATIONAL, CREATIVITY, STRATEGY, and CARTRIDGE.

FORMATS: The currently available formats will be listed. Normally, we will also note the version of the game that was used for the review.

PUBLISHER: The company which created the game.

DISTRIBUTOR: The company that actually sells the game.

DESIGNERS: The individuals who designed the game.

AGES: The suggested age range for which the game is appropriate.

 # OF PLAYERS: The number of players who can play at one time.

THE RATINGS

ABILITY LEVEL: Beginner, Intermediate, or Advanced. Our reviewers are instructed to rate this from the viewpoint of the average gamer.

REQUIREMENTS: Specific hardware or memory requirements beyond the minimum computer system for a specific format.

PRICE: The manufacturer's suggested retail price.

PACKAGING: Are the materials slick and colorful? Does the package look professional? Are "bonus" items provided to enhance the game experience?

DOCUMENTATION: Are the instructions clear and understandable? Are all game situations covered? Are all necessary player aids or maps provided?

GRAPHICS/TEXT: Are the screen graphics clean and colorful? Do they add to the game? Do the graphics take full advantage of the machine's capabilities? For text games, was the story exciting and imaginative? This category includes sound and animation.

REALISM: This category is for vehicle simulations, war games, and traditional games (such as chess). Does the game faithfully recreate the "look and feel" of the events being simulated? Are the statistics or historical facts correct? Did the game give you a true experience?

PLAYABILITY: The big one. Did the game hold your interest? Did you play for hours or get bored quickly? Did the game draw you into another world? Would you immediately want to show the game to a friend. Did the game break new ground in design? Did you want to play it again the next day?
Despite the fact that there are five categories in the rating process, you will note that a game will never get a truly good rating without getting a good score for playability.

THE NUMBERS
As you will note when reading a SCORECARD, each reviewer rates the game in each category and assigns a text and numerical rating.
A formula is then applied to the various ratings in order to reach the final CP RATING, the reviewer's overall rating of the game.
The percentages for each category are:
PACKAGING-10%
DOCUMENTATION-15%
GRAPHICS/TEXT-25%
REALISM-25%
PLAYABILITY-50%.
Yes, the percentages add up to 125%. This is because some games can only be rated fro GRAPHICS but not for REALISM (such as PAC-MAN). Others can be rated for both but one category is more important than another. In these cases the 25% is split. FLIGHT SIMULATOR might be rated 10% for GRAPHICS and 15% for REALISM.
The breakdown in pecentages to each category is subjective but represents our best efforts to assign a single rating for every game. We feel that every category is important. The game may be great but cheap packaging may detract from the overall value.

READER INPUT
We give you the ratings for each category. If your own desires are different than ours then you can still work out your own formula. Perhaps you are totally uninterested in packaging. Then you can simply focus on the other category ratings.

YOU CAN'T TELL THE PLAYERS WITHOUT A ...
The actual space taken up by the scorecards is small but they are an essential part of this magazine. The credibility of our reviewers and the magazine itself rides on the scorecards. We want a casual reader to be able to quickly spot the winners and losers each month. We welcome suggestions on how this process can be improved and standardized. Each issue will contain a summary of all ratings from previous issues.

The BEST OF 1988 FROM COMPUTER PLAY

Here they are folks! The best games of 1988, as voted by you - our readers. We barely had time to count the hundreds of ballots and tabulate the results before press time but we made it and the results are below. We hope some of your favorite games made the winner's list, but if not you'll have to vote next year. Also below are the names of the lucky readers who are our drawing winners. They'll all receive a copy of each one of the winning games - another good reason to vote next year. And 25 other lucky winners will each receive 12 issues of Computer Play.

So, Congratulations to the winners and also the runners-up. We hope the voting for 1989 is as close as it was for 1988.

TEXT ADVENTURE
Sherlock Holmes
Infocom

GRAPHIC ADVENTURE
King's Quest IV
Sierra

ROLE-PLAYING
Bard's Tale III
Electronic Arts

SPORTS SIMULATION
Superstar Ice Hockey
Mindscape

MILITARY SIMULATION
Nobunaga's Ambition
Koei

STRATEGY
Empire
Interstel

FLIGHT SIMULATION
Gunship
Microprose

ARCADE
Arkanoid
Discovery

BEST PC
4x4 Offroad
Epyx

BEST C64/128
Red Storm Rising
Microprose

BEST AMIGA
Rocket Ranger
Cinemaware

BEST ATARI ST
Dungeon Master
FTL Games

BEST APPLE II
Pirates
Microprose

BEST MAC
Arkanoid
Discovery

MOST CREATIVE
Final Assault
Epyx

BEST GRAPHICS
Falcon F-16 AT
Spectrum Holobyte

BEST SOUND
Rocket Ranger
Cinemaware

GAME OF THE YEAR
Dungeon Master
FTL Games

DRAWING WINNERS

S. Bowen
Los Alamos, NM

David Guillau
Winnipeg, Canada

William Chen
Los Angeles, CA

Mike Riley
Woodridge, IL

Andrew Torres
Brooklyn, NY

Jim Krieger
Burlington, WA

Jerry & Pam Long
Vancouver, WA

Thomas & Susan DeCaro
St. Charles, MO

Jose Toledo
Bayamon, Puerto Rico

Troy Nash
Champaign, IL

who like to go shopping at the mall???).

Sierra On-Line told me about some upcoming products, including ***Police Quest III***, another ***Leisure Suit Larry*** which will introduce Polyester Patty, Hoyles Book of Cards (all kinds of card games with various decks), and an adventure based on the King Arthur legend. In addition, Roberta Williams is working on a mystery story adventure in the Agatha Christi vein. Oh, and look for a horror game to come next year.

I saw some interesting titles from UBI Soft (the French company that programmed ***Trials of Honor*** for Epyx). Among their upcoming titles (though the actual names may change) were progams like ***Zombi, Puffy's Saga*** (with lots of dragons), and ***Night Hunter*** (a vampire game).

Keypunch and Box Office showed some new titles. I saw their ***Ringling Bros. Circus Games***, and it looked like lots of fun. Good graphics in EGA on a PC.

Vision Software has a series of educational games for kids featuring Alf - ***Thinking Skills, U.S. Geography, Add and Subtract with Alf***, and ***World of Words.***

I finally got a chance to look at Mastertonic's ***War in Middle Earth***, and it more than met my expectations. This game contains thousands of locations, and virtually unlimited game strategies. Moreover, it is full of obscure, but accurate, objects, characters, and events from Tolkien's classic. This program does justice to one of the great fantasy stories of all time.

Titus had some new games to show, including ***Titan, F-40 Pursuit Simulator*** (a car racing game), ***Fire and Force*** (more cars and action), ***Off Shore Warrior*** (action in boats), ***Galactic Conqueror*** (action in space), and ***Knight Force*** (action with swords and time travel). Needless to say, if you want some action, Titus has it, and good graphics, too.

Taito introduced some excellent games, including ***Alcon, Bubble Bobble, Operation Wolf, Qix, Rastan, Renegade,*** and ***Sky Shark***. Most of these are versions of popular arcade games, and al feature great graphics and lots of action.

Taito also introduced some Nintendo cartrideges (and that makes a good sequel into the Nintendo section of this report). They introduced ***Bubble Bobble, Operation Wolf, Renegade,*** and ***Sky Shark*** for NES. Likewise, Data East introduced ***Bad Dudes*** and ***Rampage*** on NES as well as on the personal computers.

However the story of Nintendo at CES is a very long and involved one. There were probably 36 or more Niintendo licensees (not to mention Tengen with its unauthorized lineup).

Briefly, Nintendo showed ***Pin ball***, a very graphic and complex pinball game for NES, and ***Shooting Gallery***, more fun with the light phaser.

Taxan introduced some excellent titles from their Consumer Division. Among them: ppy-land (looks like a combination of Mario with Donkey Kong), ***Star Soldier*** (high graphic space action), ***Fist of the NorthStar*** (kung-futhriller), and ***Mystery Quest*** (which looks a little like Legend of Zelda, but I can't tell you more yet).

Konami introduced several new games, including ***Silent Service*** (the very successful submarine simulation from Microprose), ***Defender of the Crown*** (Cinema ware's medieval hit), ***Bayou Billy*** (sort of a Cajun Crocodile Dundee), ***Teenage Mutant Ninja Turtles, Castlevania II: Simon's Quest,*** and ***Skate or Die*** (the hit skate-boarding game from Electronic Arts). In addition, they showed some older games newly programmed for NES --***Gyruss,*** and ***Q*Bert***.

Acclaim was showing their complete lineup, including new hand- held games of ***Rambo, Airwolf,*** and ***Wrestlemania, VCR games,*** and their wireless NINTENDO controller. In addition, they were introducing several hot new titles: ***Othello, Wrestlemania, Airwolf, Knight Rider*** and ***Iron-Sword: Wizards and Warriors II.***

Tradewest had ***John Elway's Quarterback*** on the NES and was talking about, but not showing, ***Magic Johnson's Fast Break.*** They also had one of the most interesting new Nintendo titles called ***Taboo: The Sixth Sense***, it features a complete Tarot reading and numerology analysis on a cartridge. For lovers of the occult, this one is a must. What's next, a Nintendo Ouijiboard?

Sunsoft had some interesting new titles, including ***Xenophobe, The Terminator, Blaster Master, Platoon,*** and ***Fester's Quest.*** All of these new titles feature excellent graphics, and all should be great fun.

Bandai showed two new games for the Power Pad: ***Street Cop*** and ***Athletic World***, both very challenging games requiring complex footwork. Though they aren't easy at first, they have good play value and provide good exercise. Also, Bandai showed ***Shooting Gallery*** and ***Monster Party.***

Capcom showed some graphic action titles including ***Bionic Commando, Strider,*** and ***Megaman II***. They announced a version of ***Willow*** (based on the George Lucas film) for summer, '89.

Gametek was showing the TV games mentioned at the beginning of this article (remember that?), in cluding ***Wheel of Fortune, Double Dare*** and ***Hollywood Squares.***

Interactive showed ***Roger Rabbit, Punisher, Pictionary,*** and others. They announced upcoming titles in cluding ***Friday the 13th, X-Men, Nightmare on Elm St., Back to the Future,*** and ***Beetlejuice***. We didn't see these titles, but they sound intriguing.

CSG showed an amusing game called ***Dodgeball***, yes the same game you probably played on the school yard.

Activision announced ***Three Stooges*** and ***Predator*** for NES later in the Year. ***Three Stooges*** which I tried, looked very good and played at least as well as the PC version from Cinema ware.

Jaleco introduced two new sports simulations: ***Hoops*** (street basket ball), and ***Goal*** (a fine soccer sumulation).

Seta introduced the ***Adventures of Tom Sawyer*** , but this game dosen't look much like the classic from Mark Twain. It looks like some fun, but it's not true to the original story, unless there were some giant monkeys, dragons and volcanoes that I missed when I read it. Still, it looks like a good action adventure for NES.

FCI had a fine collection at the show, including, ***Hydlide, Seicross, MagMax*** (yes Mag, not Mad), ***Dr. Chaos,*** and ***Ultima*** (Origin's computer hit).

Techmo introduced ***Techmo Baseball, Techmo Bowl*** (football), ***Silk Worm*** and ***Ninja Gaiden***.

Vic Tokai was showing ***Clash at Demonhead***, and it looked like good graphic action.

There was more Nintendo action, and I hope I didn't leave out too much. But the Nintendo booth was the biggest sideshow in this circus, and I've tried to hit the high points.

Sega, likewise, was introducing some new titles. To begin with, Parker Bros. introduced two translations of excellent computer games--***Where in the World is Carmen Sandiego***, and ***King's Quest***--and a new arcade game called ***Montezuma's Revenge***. All three look like winners.

Meanwhile, Sega showed a host of new titles, many of them great arcade translations like ***Altered Beast***, a very graphic and enjoyable action game, and other original games for the home system like ***Govellius*** and ***Reggie Jackson Baseball*** (featuring some really unusual perspectives and great game play).

Govellius and ***YS*** are two new FRP adventures that look like great fun. The plots are typical of FRP's, but the games play very well and feature enjoyable interfaces. Another FRP with a large dose of arcade action is ***Lord of the Sword***. In this one, the quests become more apparent as you play. Then there's ***Warrior Quest***. In fact, FRP fans should have a lot to look forward to on the Sega in the coming months.

But action fans haven't been left out either. In addition to Altered Beast, there is ***R-Type***, a space shoot-em-up, and ***Vigilante*** for street fighting action. For the younger set, there's ***Alex Kidd: High Tech World,*** a fun and challenging game with graphics designed to appeal to younger players, and ***Alf*** (yes there he is again) in an adventure of his own.

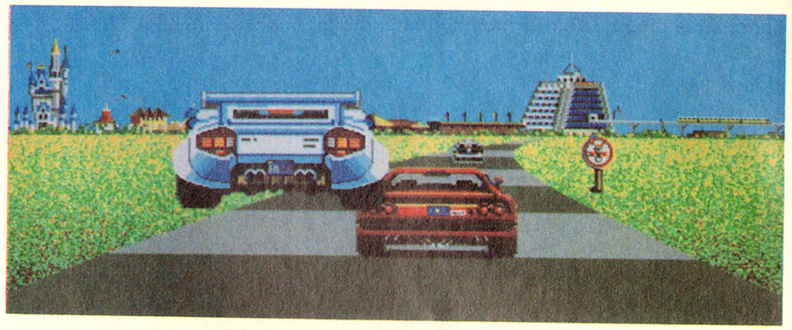
Also from Sega, ***Casino Games*** (slots, poker, baccarat, blackjack, and pinball), ***Rambo III*** (much like Operation Wolf) which can be played using controllers or the light gun and which features machinegun like shooting and lots of action.

New 3D games include ***Poseiden Wars which features some nice 3D effects, and Outrun 3D*** for driving in another dimension.

That's all I can do for now. It pretty much gives you the rundown on Winter CES, though it certainly left something out. And what about my favorite games? It's hard to say. You're bound to leave out some game you really liked, but I'm particularly looking forward to seeing War in Middle Earth, Lords of the Rising Sun, SimCity, Life and Death, Hostage, Trials of Honor, and many more. Oh, and how about Circus Games, which is fitting for this CES circus...

Other Ports

By Rusel DeMaria



Just about at deadline, I received a pile of new programs for the Atari ST. I also got a couple of new programs for the Mac.

On the ST, I got two French imports from Antic - **Stir Crazy** Featuring BoBo and **Crash Garrett**. These are entertaining and well programmed games, one an arcade type and the other an adventure with some unique twists.

Stir Crazy is based on a popular French comic strip and involves the adventures of a prison inmate (BoBo) as he goes about his daily routines. There are six different games in one here, and you can play each individually or in sequence. The first game involves feeding the hungry prisioners in the mess hall (and I use the word mess intentionally). If you dont satisfy their raging hunger, you end up with the slop on your head and the sequence ends.

The second BoBo game involves peeling potatoes. You flick a potato out of the pile with your foot, and then peel it with some fast joystick movements. Toss it and begin another. Unfortunately, more potatoes keep arriving, and, if you aren't very fast, you'll end up buried in spuds before you know it. And if you don't completely peel the potato, it gets thrown back into the pile, so you must be careful.

Next, you get to mop floors while an unruly assortment of inmates, dogs, cats, and guards track mud all over the floor. You must try to prevent them from coming in while cleaning up the unavoidable messes. Eventually, the floor becomes a mud bog and you lose.

Finally, the escape. You help the other inmates escape by moving a trampoline under them as they jump from the windows of the prison. You score points for each time they bounce on the trampoline, but only if you finally bounce them over the wall. You determine the direction they will bounce by the position they land on the trampoline, and you have to be careful they don't smash into the walls or land on the ground. After you lose a few prisoners that way, this sequence ends.

Now your're on the loose, dodging over the electrical wires that top the prison. You must avoid the travelling sparks while collecting some mysterious green cylinders (which seem to be beneficial).

Finally, after your escape plans fail (and, apparently, they always do), you return to the dormitory for a much needed rest. However, your fellow inmates have and unpleasant habit of snoring like foghorns, so you must go from one bunk to another shutting them up, carefully jumping over the chamberpot which lies in your path. Once all inmates are silenced, you can sleep (and gain points), but soon, they start snoring again, and you must run to quite them.

Stir Crazy is pretty amusing, and you can play for points in each game, or for a total on all six games. I found the game had a good sense of humor and was reminiscent of comic strips (though I've never seen the French strip itself. Too bad they didn't include an original comic with the game.).

Crash Garrett is an adventure game with plenty of amusement and a good sense of humor. Like all adventure games, you must solve puzzles and accomplish goals, but in this one, you often watch the action unfold like a movie. If anything, this game reminds me of the games from Cinemaware, though its techniques are different. Parts of the story will unfold automatically with small figures representing the actors. They deliver their dialog accompanied by interesting animation effects, then, eventually, Crash turns to you and asks something like "What next?" Here, you must tell him what to do. Depending on you answer, he will either take action (continuing the "movie") or come back with a wisecrack if he doesn't like the suggestion.

Crash Garrett is genuinely fun, and each decision can have far reaching consequences, so it is a good idea to save the game at key points along the way.

From Epyx, I got **Tower Toppler** for the ST. This amusing, but challenging, arcade style game features excellent graphics and an unusual game concept. You play an alien creatrue whose job it is to blow up eight evil towers. However, to blow them up, you have to get to the top of each one, and that is a task that involves quick reflexes and good strategy. Aside from basic movement, you can jump and shoot (though shooting only affects some of the obstacles). Strategy plays a large role in this game.

Each tower is protected by various creatures and traps. You climb on walls built on the outside of the tower, using doorways that cut across and elevators that take you to different levels. All the while, you work against time. If you don't make it to the top in time, you lose. I found Tower Toppler difficult to complete, but fun. As I said, the graphics are excellent, especially the way the towers seem to spin in place as you move around them.

Also for the ST are three war games from PSS. **Sorceror Lord, Firezone,** and **Annals of Rome**, are all strategy war games that can pit you against another player or aginst the computer in a challenging game of armies and conflict. In each game, you become the commander of one force and must move your armies over varying terrain, form alliances, and engage the enemy in battles, hopefully to your advantage.

Like many wargames, these games operate in a sequence involving movement phases, alliance phases, and battle phases. You move each army separately, controlling their action, occupying fortresses, and vying for strategic advantage. You can play against the computer in beginner, intermediate, or advanced modes.

Finally, on the Mac, Microprose released a monochrome version of their excellent role-playing game, **Pirates**. though the color is missing, none of the action and adventure of sailing the Spanish Main has been lost, and this is an excellent new source of entertainment for Mac users.

Borderbund has realeased a high-end drawing package, joining Electronic Arts and Mediagenic in the market. Their Drawing Table program works in color on a Mac II and contains a good set of tools for manipulating drawings. **Drawing Table** works with standard files such as PICT, EPSF., and **MacPaint** files and includes color mixing, all kinds of line shape and curve commands, and even binding text to shapes for interesting text/graphic effects. This is a competent drawing package, though it doesn't add too much in the way of new features over existing draw and paint packages like **MacDraw II, Illustrator 88, Freehand, PixelPaint, Studio 8,** and **Photon Paint.**

Also on the Mac are two programs that gave my Mac II some problems- **Joker Poker** from Mindscape and **Crazy Cars** from Titus. Crazy Cars will work in color on a Mac II with a standard Apple monitor, but I had trouble using my SuperMac 16 inch Trinitron. The game looks like fun, though, as you drive at high speeds along a road, narrowly passing slower cars and taking long jumps in the air as you fly over the bumps. Joker Poker simply wouldn't work on the Mac II, but I've played other versions of the game, and it is fun. Hopefully, they will correct the problem that prevents it from operating on my computer.

That's it for now.

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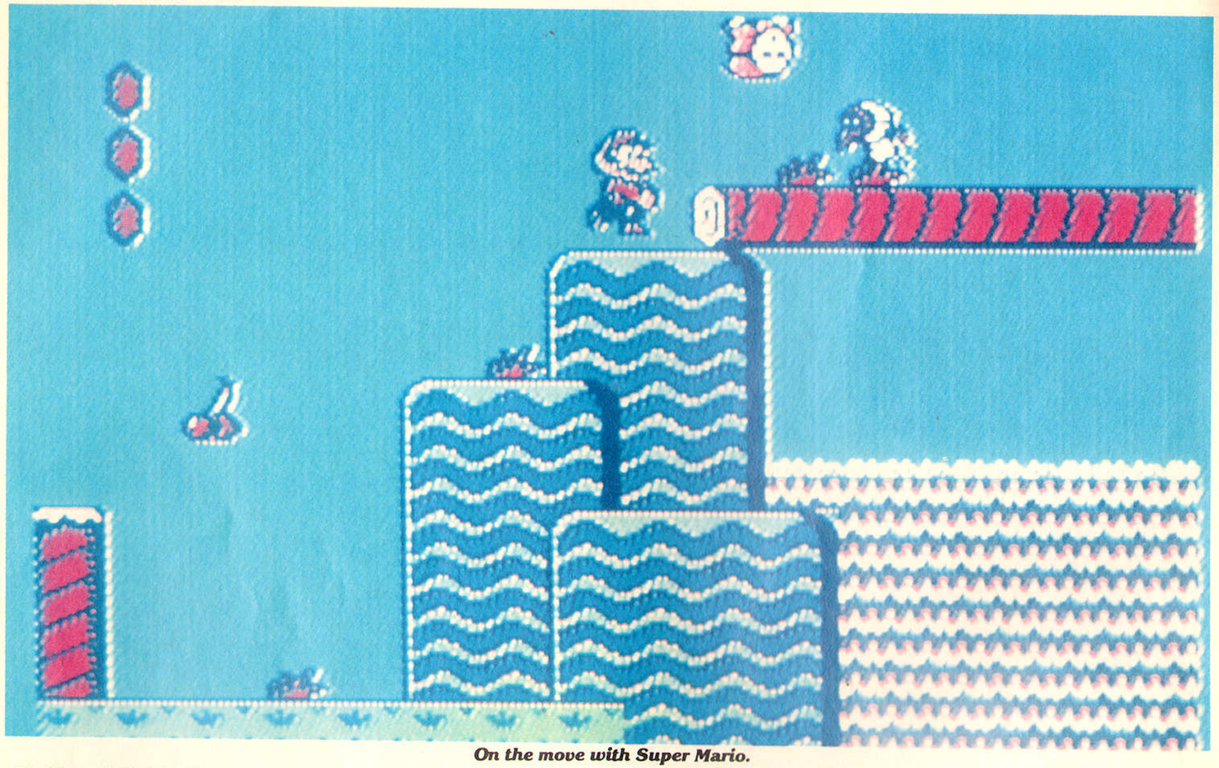


On the move with Super Mario.

By Rusel DeMaria

This past holiday season, Nintendo walked away with the honors as the hottest ticket in town. With the release, just before Christmas, of two blockbuster titles, **Super Mario Bros. 2** and **Adventure of Link**, they had people lined up on the streets, and Nintendo was in the news almost every day, one place or another.

Are these two new titles worth the wait? Can a video game have a successful sequel?

If by successful you mean sales, the answer is clearly yes. However, what about game quality and creativitiy - factors that are often lacking in sequels of all kinds?

Well, when Mario and Luigi returned, they were somewaht different. In fact, they brought along a couple of friends - Toad and Princess. Now while their new story isn't anything to win a Pulitzer Prize, it never was the story line that attracted millions of fans. It was the game, the challenge, the unknown, and all that bouncing up and down.

In Mario 2, you still jump up and down a lot, and climb, and you still can grow big or small, but the main difference has to be the vegetables. Now you uproot vegetables to find hidden treasures, and you throw the vegetables to defeat most enemies. It is this new weapon, usually very common, that most distinguishes the new game from the old. Oh, and sometimes, in lieu of vegetables, your enemy will provide the weapon of its own demise.

Another difference is the ability to choose your character from among the four already mentioned. Each character has different characteristics like strength and jumping ability, and there are times when one character may have some advantage over another. The key is that when you start each new level, you get to choose again.

I really like the slot machine in between worlds. You gather coins in the subspace realm (the door to which is found when you uproot certain vegetables), and, for each coin, you get a chance to win an extra life. That's fun. Other fun is to be had throughout the game. There are surprises like rocket ships and magic carpets, and there is plenty of skill required.

I'm only at the early part of this game still, but I like ti at least as much as the orginal. I have found many secrets and surprises, and I appreciate the effort that went into coming up with a new game based on the old theme. By making the changes that they have made, the designers of Mario 2 have succeeded in my book.

So what about the **Adventure of Link**? Does it live up to the expectations of Zelda fans? Is it just another rehash?

I can't answer for other Zelda fans, but I was, for the most part, very pleased with Link's new adventure. Like Mario 2, they have not just repeated the original design, but have altered the way you play. You still control Link (who has grown up a little) on a map showing an overhead view, but this time, when you meet monsters, you don't fight them directly on the map. Instead, you move to a battle scene in which you fight monsters from a scrolling side view. Your sword still fires at a distance (if you have all your life points), but it does little damage to most enemies unless you are close. However, you now have the added skill of jumping, and once you learn them, some new techniques like the underthrust (stabbing down on an enemy) or the upward thrust (stabbing up). these techniques have to be learned from powerful knights whom you will encounter in the cities.

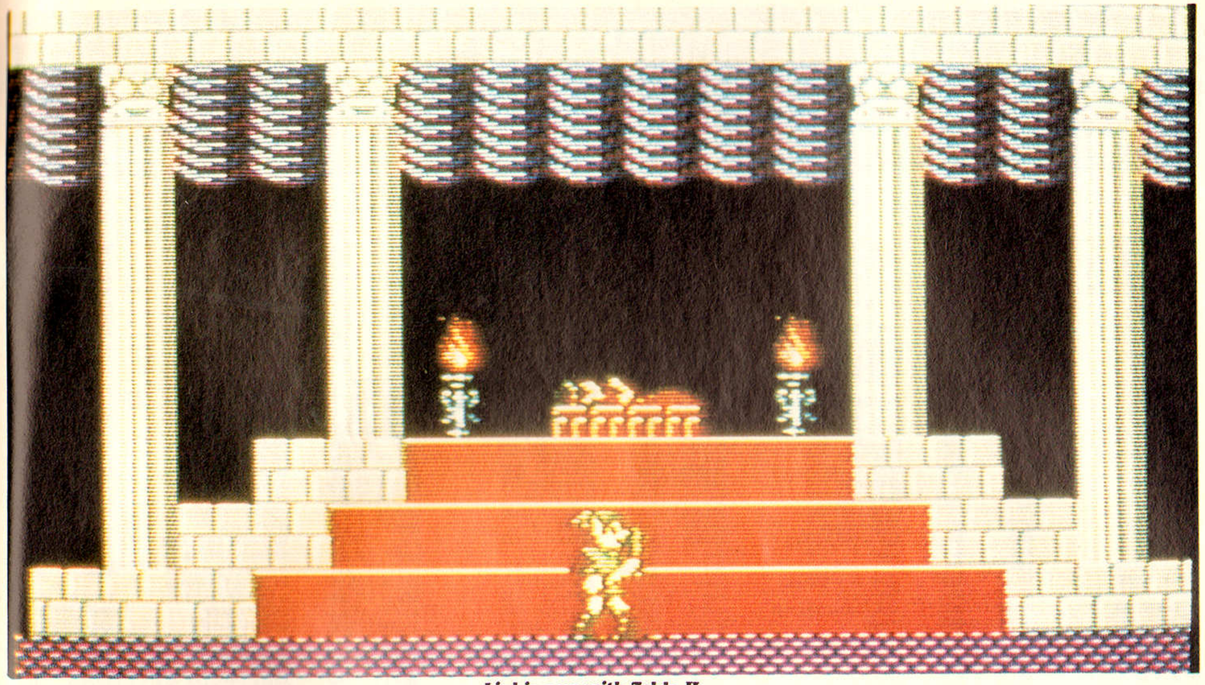
The cities themselves are new. They are populated with all kinds of people. Some are too busy to talk, but others will provide important clues, and still others will restore your life points and your magic points. That's right, you can cast magic spells now. Some are simple shield spells to protect you, or spells to make you jump higher. Others can have more devastating effects on you enemies. You learn the spells in the cities, too. Oh, and remember the fairies who could restore you? They're back, and there is even a spell that will turn Link into one of them.

Anyway, the map contains different regions - grassland, forest, swamp, and desert. In addition, there are frequent caves to explore, and you will often find important items in the caves. In addition, there are six temples throughout the land, and you must return six gems, one to each temple statue - defeating each temple's guardian in the process. Once you do that, the temples close forever, and its on the Grand Palace to hunt for and destroy the final guardian and recover the important missing part of the Triforce.

Though I found the Adventure of Link to be full of action and excitement, I did not find as much mystery and surprise in the this game as I did in **Legend of Zelda**. That was my only disappointment, however, as I found plenty of challenge, and a few nifty secrets. Just completing the first six temples is pretty hard; the Grand Palace is immense and takes all you wits. In the Grand Palace, what I'll call the endgame takes place. There are new and nastier monsters, and the hordes of evil throw every trick at you.

I'm not goint to attempt here to give you every detail of the game, but suffice it to say that Adventure of Link is plenty of fun and plenty of challenge. It isn't Legend of Zelda, but, then, nothing else is either. I thought I would be disappointed that Adventure of Link was played from such a different perspective - I wasn't - and that I would miss the old play style of Zelda - but I didn't. I found myself almost instantly cought up in the fun and the challenge of this new game. And so, I think, will Nintendo players everwhere.

So, I guess the answer to my question at the beginning of this articles is yes. A game can have a successful sequel in terms of quality and creativity. In fact, at least two games can.



Linking up with Zelda II.

By Rawson L. Stovall

The opening lines of *JACKAL* by Konami for the Nintendo state, "Your brothers-in-arms are hostages behind enemy lines, and you're their only hope for freedom. But the firepower you'll face to rescue them is awesome. Rescue the POW's in the buildings. You'll need a pocket full of miracles, and the ferocity of a wild jackal. This battle will make your blood boil. Good luck."

With that note, the player or jackal and his jeep parachute into the enemy lines. At first the jackal is armed with only guns and grenades. Thank goodness the amount of ammunition is unlimited! By resucing key POWS, those dressed in khaki colors instead of green, the player is able to power-up. For example, the grenade feature will become a bazooka.

The player starts with four jeeps with extra ones being awarded for achieving certain scores. The instructions don't go into detail about gaining extra lives, but I believe the first one occurs around 20,000 points. By shooting at hidden, but precise spots, the player will uncover stars which perform miraculous feats. The first star wipes out all the enemy on the screen.

To win, the Jackal must make it thorugh these six enemy territories: Checkpoint Alpha, Checkpoint Baker, Checkpoint Charlie, Checkpoint Delta, Checkpoint Tango, and the final confrontation, Checkpoint Zulu. At the end of each territory, there is always one big hurdle to face. For example, to complete Checkpoint Alpha, the player must destroy four jeeps that come at him. Of course, each territory and each hurdle becomes increasingly more difficult, but each is so much different from the previous ones that it is like playing a new game.

The fact that it is an army type game and that the player shoots bullets or throws grenades reminds me of IKARI WARRIORS by Data East. But, I like JACKAL better because it offers more variety and the play doesn't seem to be as repetitious. I also like the idea of a three-time continue feature. JACKAL isn't ridculously difficult either.

I used my Ultimate Superstick game controller pad by Beeshu. Other times I used my Freedom Stick, a remote-controlled joystick, by Camerica. Being able to control my jeep's movements with a joystick is a welcome change. And, I must confess that the Superstick allowed me an advantage -- some might call it cheating--but, hey in war a soldier needs the latest in weapon technology! The Superstick allows the player to turn on a slow motion feature which makes the movvement of the play become a crawl. By using it in extremely precarious situations during the game, I was able to get through some tight spots.

JACKAL may also be played simultaneously by two players making it a great choice for a two-player game. For those who enjoy shoot-em up type games. I recommed this one.

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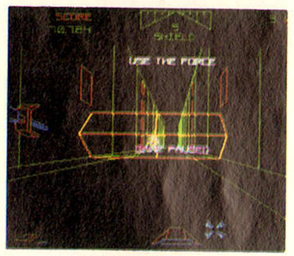
Snapshots *By Berdj Betchakdjian*

MICKEY MOUSE CAPADES

Mickey Mouse Capades is a new computer game that bridges the generation gap since parents, as well as children, have been brought up with this well know Disney character. The game takes the player through several trials to find a missing friend. On this journey, Minnie Mouse accompanies her sweetheart. The search takes this famous couple through a fun house, over an ocean, through a forest, aboard a pirate ship, then into the castle where the missing friend is being held. This Nintendo game has a variety of action screens that keeps the game fresh for a long time. Nintendo. CAPCOM. Circle Reader Service Number 1.



STAR WARS

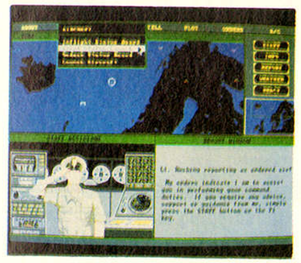
The first **Star Wars** game for the microcomputer has been designed by Broderbund. The package will set the mood for the game; if you press a button on the box, a microchip generates the theme music from Star Wars. Star Wars is an arcade type game where the player assumes the role of Luke Skywalker piloting an x-wing fighter, and attacking every-thing the Empire throws at him. IBM PC, and Tandy, BRODERBUND. Circle Reader Service Number 7.

DOWNHILL CHALLENGE

Downhill Challenge is a ski simulator that features four events from the sport of downhill skiing. First you arrive at the booking office where you decide whether you want to practice, or compete. If you want to practice, you have your choice of one of the four events: slalom, giant slalom, ski jumping, or downhill. You can either use the joystick or keyboard for control. The computer keeps score, and the top scores are saved and can be accessed by selecting score from the booking office. Amiga, Apple IGS, Atari ST, C64/128, IBM, BRODERBUND. Circle Reader Service Number 6.

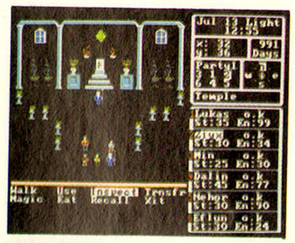
STREET SPORTS FOOTBALL

Take your licks on a city street or collide on a construction site in this gritty game of tackle football. Three person teams must be chosen from nine little hoodlums who'll dodge the competition, parked cars, potholes and puddles in the street. Pick your plays from a computerized play book or use the Playmaker feature to design your own and save them to a playbook disk. C64/128, Apple II, Amiga, IBM, Epyx. Circle Reader Service Number 4.



HARPOON

As a NATO commander, you must lead a naval task force against the Soviet fleet in the North Atlantic. In **Harpoon** you have at your disposal the most sophisticated data based complied by the top miliatary analysts in the world. You will take command of ten different scenarios with this information at your fingertips. The full color EGA graphics of NATO and Soviet submarines, surface ships, and aircraft creates a strong realism. Harpoon is more than another war-game, it educates the player to the current tactics, strategies, and weapon systems used in naval warfare. IBM and compatibles. 360 PACIFIC Inc. Circle Reader Service Number 5.



THE MAGIC CANDLE

In the flame of **The Magic Candle** Dreax the Evil leader of the forces of darkness is held. The people of Deruvia, though, have a problem; The guardians of the flame have disappeared, the candle is burning out, and no one knows the secret of the candle. It is up to you to discover the secret, while fighting off attacks by the minions of Dreax. To succeed, you must recruit companions for the journey is dangerous, and difficult; no one can do it alone. The twenty five characters to choose from give you a lot of variety as far as companions are concerned, and any six of them can be active at one time. IBM/Tandy, Apple II, Commodore 64/128. Circle Reader Service Number 8.

GRAND PRIX CIRCUIT

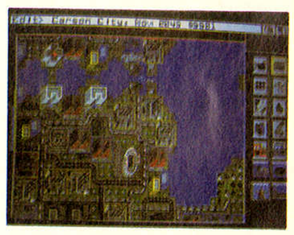
Grand Prix Circuit is a Formula One racing game. There are several cars to choose from; some of the cars are easy to handle and unlikely to spin out and others are more of the raw powerhouse types that sarifice handling for speed. There are also several tracks to choose from each with its own characteristics. Some of the tracks have more curves to challenge the reflexes, while others are smoother and more suited for the beginner. The game starts the player in the qualifying rounds. This round determines the starting position of the player with respect to the other racers. The game has very good graphics, and the keyboard control is easy to use. IBM PC. ACCOLADE. Circle Reader Service Number 2.

THE TRAIN

It's August, 1944 and as the German hold on France is slipping. In a desperate effort, the Germans attempt to ship countless art treasures out of the country aboard a heavily armed train. Your mission as a leader of the French Underground is to capture **The Train** and guide it back through enemy lines to rendevous with the Allies. C64/128, IBM, Accolade. Circle Reader Service Number 3 .

STRIDER

In **Strider** the fate of the free world, once again, rests on your shoulders. After being dropped off into the heart of the Soviet Union, you must fight off KGB agents, enemy forces in the snow-capped mountains and jungle tribes in the lowlands: This in order to retrieve enemy secrets. Armed only with a sword, you must carry out your mission, which is no easy task considering the armament of the enemy. You must be quick and decisive in order to save the fate of the armies of the free world. Nintendo, CAPCOM. Circle Reader Service Number 9.



SIMCITY

Maxis has just entered the entertaimnent software market by releasing **SimCity**, a city simulator. SimCity lets the player take on the role of the mayor, and city planner. The player controls the zoning of land, controlling crime, installing utilities,and many other functions that are necessary in the running of a city. The city is animated so you see the traffic on the roads, the trains on the move, planes, even sports events. Scenarios include San Francisco, California 1906 just before the earthquake, Tokyo, Japan just before a monster attack, and a few other cities just before a real, or fictitious disaster. The program provides maps, vital statistics, and other information needed to play the game and succeed. Maxis. Circle Reader Service Number 10.

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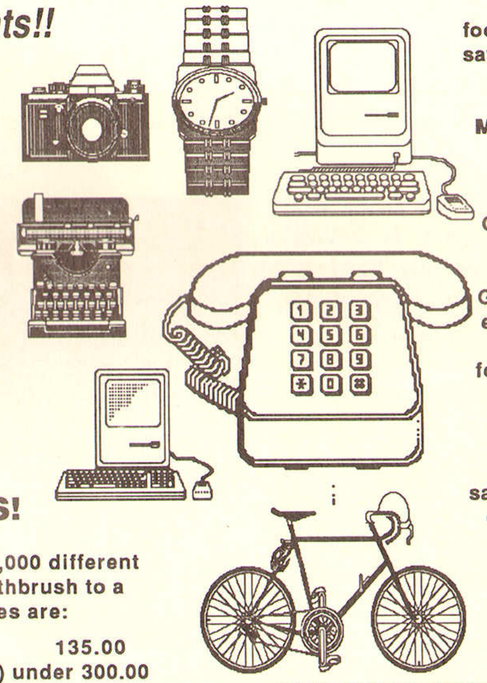

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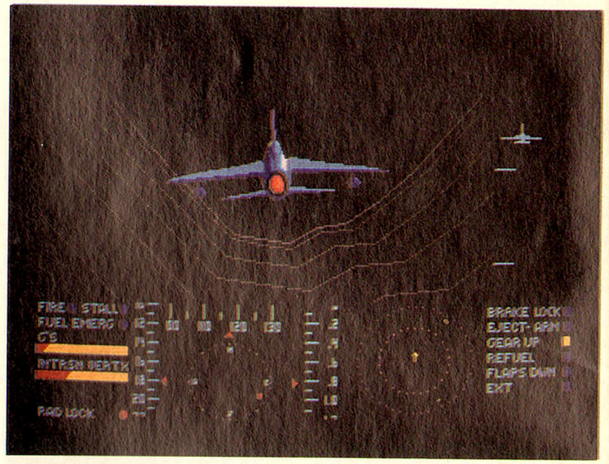
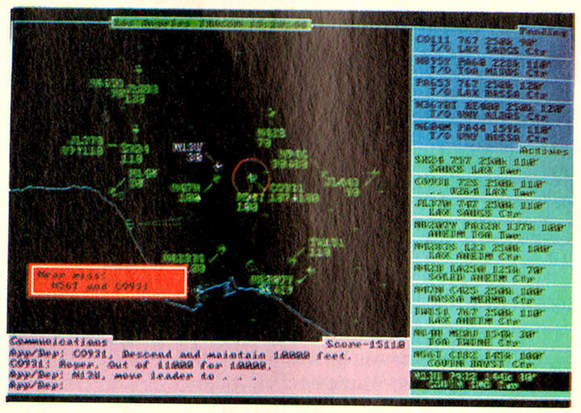
Coming Attractions

You'll get knocked out by TKO from Accolade next month. THUD RIDGE is a Viet Nam air combat simulator that hits hard at enemy positions and its coming too. This one's from 360 Pacific, and the graphics are awesome. Then TRACON from Wesson will keep you on the edge of your radar scope keeping an eye on the air traffic trying to come into your zone; just to land at the local airport, or maybe fly through your controlled airspace. NUEROMANCER will test your nerves: Can you find the right chip to stick in your brain so you can perform the function you need at the right time? This one is from interplay, and it's going to unnerve the most stable of players.

Oh, THE TRAIN is loaded with French art, and the Nazis are taking it to Germany. You will try and take that train over, ride it to France, and save the art world from the terrible fate of leaving the Louvre with stains on the walls instead of pictures. MINI PUTT is from



Accolade, and it looks like a cute game of mini golf, and considering the capabilities of the computer, this one can get a little weird. These are a few of the games to be reviewed in the next issue, plus many more new games, and surprises. So, see you on the pages next month.



Advertiser Index

Advertiser	Page	Reader Service#
Epyx	Inside Cover	43
Melbourne House	1	14
Titus	3	15
Computer Business Services	5	57
Mindscape	7	16
Taito	8,9	17
Rainbird	11	19
Acclaim	15	22
PSI	17	24
Wright	19	26
McGraw Hill	23	56
Ocean Isle	27	55
Triton	28,29	33
360 Pacific	33	54
WICO	39	46
Dolphin	42	44
Rascalsoft	42	
Interstel	49	47
Tengen	Inside Back	48
Origin	Back Cover	49

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You better stop reading now or you're liable to overheat from sheer anticipation.

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